

Ultima **Trilogy**TM

I · II · III



Foreword

When Richard Garriott started working on fantasy role-playing computer games for a high school project, it was scarcely possible to envision their impact on the course of his life and the future of an industry. Over the course of ten years, however, those early efforts have grown into the most successful fantasy role-playing series in entertainment software's history – the *Ultima* saga. More than a million fans around the world have explored the enchanting worlds Richard Garriott created in the *Ultima* series, and, at age 27, he has become one of computer gaming's youngest and most respected stars.

In 1978, Richard was working after school at a Texas computer store when he showed his manager a copy of his latest project – *Akalabeth*. Impressed by the depth and precision of the game, the store's owner sent a copy to a major software publisher in California – without telling Richard! The publisher immediately bought the game, and in 1979 *Akalabeth* appeared on retail shelves throughout the country. Before long the simple Apple II "dungeon" game sold more than 25,000 copies, an unprecedented success in an industry still in its infancy.

Spurred by the success of *Akalabeth*, Richard expanded his vision of the fantasy role-playing genre. He saw an opportunity to use the interactive potential of the personal computer to immerse players in an absorbing medieval world of fantasy, and he has succeeded in his quest. Between 1979 and 1988, he authored the five epic games that make up the critically-acclaimed *Ultima* series.

The *Ultima Trilogy* is comprised of the first three games in the *Ultima* series: it weaves the captivating story of the Sosarian people and their confrontation with the wicked Triad of Evil. As you explore the *Ultima Trilogy*, you will experience firsthand the battle to overcome three tyrannical overlords of evil, each stronger and more hideous than the last. But perhaps even more dramatically, you will witness the evolution of a living world.

Ultima I: The First Age of Darkness, was published in 1980 through California Pacific Computer Company. Originally programmed in Applesoft Basic, Richard wrote it as *Akalabeth*'s sequel. In addition to *Akalabeth*'s three-dimensional perspective portrayals, *Ultima I* showcased Richard's now-famous "tile graphic" concept. For the first time, an entire panoramic landscape appeared before the eyes of startled computer game fans who booted *Ultima I*! It soon became apparent that Richard had another hit on his hands.

For Richard, "leaving well enough alone" was out of the question. In 1982, California-based Sierra On-Line released *Ultima II: The Revenge of the Enchantress*. Richard mastered the arcane secrets of assembly

language and used them to full advantage in *Ultima II*, extracting unheard-of levels of performance from his Apple II personal computer. Arcade-quality graphics and extraordinary playability make *Ultima II* a hallmark achievement even by today's standards. . . even if it did cost Richard a semester's worth of grades at the University of Texas!

In 1983, during the creation of *Exodus: Ultima III*, Richard and a handful of friends and relatives founded ORIGIN to ensure absolute creative control over the publishing of his latest title. And again, *Ultima III* set new standards for the entertainment software industry with its realistic, colorful "dungeon graphics" and multi-adventurer parties. Richard even added a complete musical soundtrack at his own expense, even though it wasn't considered commercially viable at the time. Today, of course, exotic sound effects and music are integral elements of professional game design.

Like *Akalabeth*, *Ultima I* was written almost entirely in interpreted BASIC, a language in which the development of modern high-quality programs is all but impossible. In 1986, with four *Ultimas* behind him, Richard decided to spearhead an effort to bring *Ultima I*'s graphics and game performance in line with modern industry standards — standards that he'd largely set himself. ORIGIN's programming staff diligently studied the original work and brought forth an all-new assembly language version. Dallas Snell, ORIGIN's executive producer, noted, "As a rule of thumb, we hesitate before making any changes in a classic title like *Ultima I*. But we felt a responsibility to ensure the playability of the game. While it now plays faster than the original version and incorporates more sophisticated graphics, the game's story concepts and play balance remain untouched."

While *Ultima I* underwent a complete facelift at the hands of Richard's in-house programming team, *Ultima II* required very little effort to bring its performance and play value up to par for the Nineties. So, in the interest of preserving its classic status, ORIGIN made only minor modifications to the out-of-print Sierra versions of *Ultima II* (such as support for the arrow keys on newer Apple keyboards).

"Lord British", a name you will encounter often as you play the games in the Trilogy, is the pseudonym under which Richard creates the *Ultima* series. Lord British also appears as a benevolent monarch in the series; the latter-day stories in the *Ultima* saga take place in the realm of Britannia, and Lord British rules the land.

Whether you're new to computer gaming or have already enjoyed the other *Ultima* titles, you'll discover enchanting new worlds filled with mysterious dungeons, ghastly creatures, mystifying magic, and fascinating people. As Lord British has often said, "If you have half the fun playing *Ultima* that I had creating it, my time was well spent."

The Adventure

Ultima I

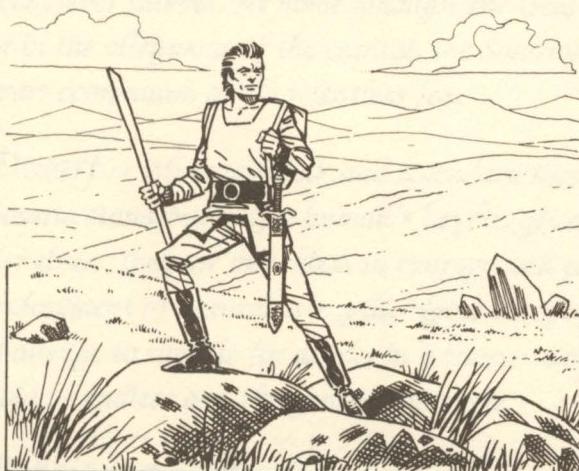
The First Age of Darkness



The Adventure

Hail, Noble One! Our land is in need of a stalwart hero, one who will brave perils too horrific to consider. A plague has befallen the Realm, a scourge is upon the land! Our villages lie sacked, ruinous mounds of ashes where once trod peasants stout of heart and sound of mind, where once lay fields of grain and fruit, where kine and fowl grew fat upon the bounties of our fair Sosaria. All manner of wicked and vile creatures prey upon our people and ravage the land. 'Tis the doing of one so evil that the very earth trembles at the mention of his name.

Mondain the Wizard hath wrought his malice well. Our nobles bicker amongst themselves, and each hath retired to the confines of his keep in hopes of watching the downfall of his rivals. Verily, the Evil One hath heaped indignity upon curse by releasing a host of



creatures and beasts so blood-thirsty and wicked that our defenseless people fall as grain before the reaper's scythe. These denizens of the underworld hold sway over all that can be surveyed, save for

the strongholds of the nobles besotted with their own ambition. Nowhere in our once peaceful country may a traveler find safe passage or lodging, save in the keeps of the self-proclaimed kings — and they demand hard labors for their indulgences.

Only the young Lord British remains steadfast in the vision of a peaceful and united Sosaria. In his castle and his towne the pure of heart will find an ally and replenishment for the needs of one who hath chosen to fight for the Realm.

Aid us in ridding our land of the scourge that hath befallen us, O Noble One. We beseech thee, for without thine aid we shall surely perish before the onslaught of the maleficent necromancer. Slay the evil Mondain!

Fellowship

The lands of Sosaria are populated by a diversity of races as varied as the elements. From the tiniest hobbit to the most towering human, our folk show a strength of character unknown in other parts of the world. Until the coming of the foul Mondain, our folk lived in harmony and worked together in the true spirit of comradeship. The principal inhabitants of Sosaria are:

Human — Endowed with a natural intellect higher than any other race, the humans are the backbone of Sosarian society. Found in all walks of life, they are strong of body and of unexcelled spirit.

Elf — Shorter than their human counterparts by the span of three hands, the elves of Sosaria are slight of build and swift of movement. Their superior natural agility makes them excellent musicians and clever thieves. At home amongst the trees of the deepest forest or in the alleyways of the capital, the Sosarian Elf makes a stalwart companion and a relentless foe.

Dwarf — Mountain folk and legendary miners, the dwarves of Sosaria stand but half a human's height, yet often outweigh slender elves. They are matchless in courage and possess an inordinate endowment of natural strength. Never accept the Sosarian Dwarf's challenge to wrestle for drinks in a tavern, unless thy supply of gold be endless and thy generosity ample.

Bobbit — A small and gentle race, the Sosarian Bobbits are believed to have come to our Realm from a distant place. They are said to favour mountainside meadows and the serenity of forest clearings. Their diminutive height being even less than a dwarf's, they shun any task that involves hard labour, preferring instead the pursuits of study and contemplation. Bobbits are naturally weak, yet possess a serenity indicative of profound wisdom.

Professions

Whilst the professions practiced by our folk are numerous, there are but four courses of action that may be followed by the novice adventurer. These are:

Fighter — The rigorous training involved in learning to become a fighter results in a stronger, more agile adventurer. The knowledge acquired during this period permits the fighter to use virtually every kind of weapon that might be found in Sosaria.

Cleric — A profession suited to those who are of an introspective nature, the study of the ways of the cleric requires patience and results in a good deal of wisdom. Such is their calm and concentration that at no time will the proper spell cast by a cleric fail to attain its desired result.

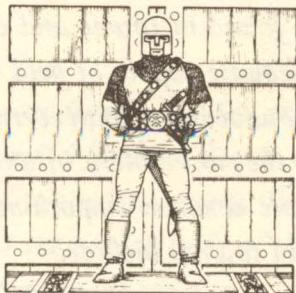
Wizard — To become a wizard in our Realm, one must study long and diligently, poring over ancient writings and dusty tomes. Mastery of the arcane arts comes not easily, yet such training hones the intellect to a superior edge! The fruits of the long years of discipline are deemed to be worth the effort, however, for only the wizard may purchase the necessary supplies for the casting of the more powerful enchantments.

Thief — Whilst not a profession held in the highest esteem among those charged with maintaining the public order, thieving is a trade that often serves the adventurer well. Many of the explorer's finds are guarded by clever and devious traps that require nimble fingers and a dexterous hand. Larceny and the opening of locks comes much easier for the thief than for other mortals, for they who follow this occupation are endowed with exceptional agility.

Castles & Townes

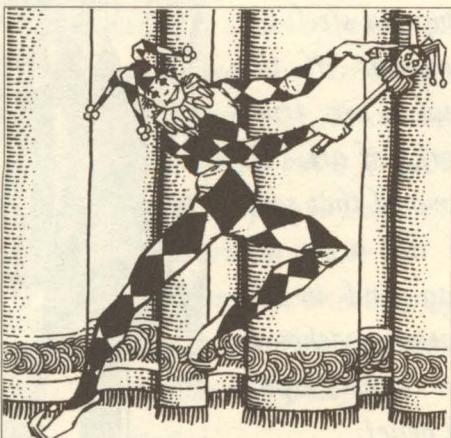
Sosaria is a land dotted with the castles of the nobility of the Realm and with numerous townes wherein the traveler might purchase supplies and provender.

Townes and castles may be entered freely, but woe to the one who foolishly is apprehended in an act of thievery, for the public order is maintained here by burly, well-trained Guards.



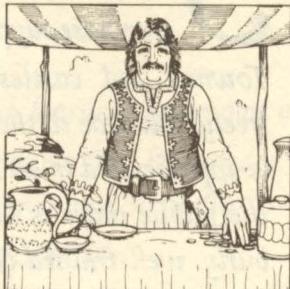
Each castle is held by a noble, the King of his particular region. Kings maintain absolute power in their realm and are excellent sources of information. Visit these local rulers; they have much to offer the serious adventurer.

Castles, often built of stone, are peopled with merchants, courtiers, guards and fools. Beware the jesters; for even as they amuse, they may also deceive.



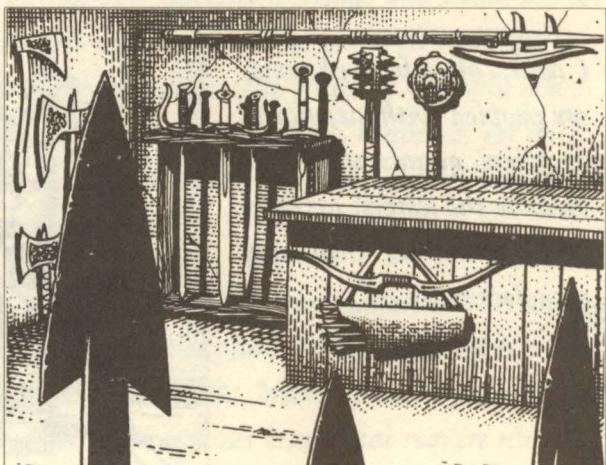
Shoppes

The merchant class of Sosaria is the mainstay of the Realm's economy. All manner of trade goods – foodstuffs and the handiwork of local artisans – can be found in towne and castle shoppes. An adequate supply of gold will help to equip the adventurer with everything from rations to the most esoteric of weapons. Some of the more common emporiums found in castles and townes include:



Armory – The tailors of protective garments await your pleasure in the armories of Sosaria. The finest craftsmen in the Realm will swiftly fit you in a suit made of worked leather or metal. Price varies according to the level of protection offered.

Weapons – Sosarian metalsmiths know no peer. From a simple carved mace, reinforced with good iron, to the most exquisite greatswords of tempered steel, the weapons of the Realm are truly works of art. 'Tis rumored that some of the arms one may find in the distant reaches of our land surpass all belief.



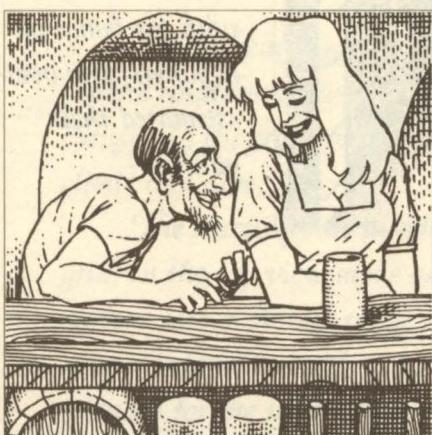
Transportation — Whilst one may travel throughout much of the Realm afoot, there are alternate means of transport that make short journeys pass more quickly, and longer journeys feasible where once such voyages seemed impractical. Common modes of travel include the use of horses and of sea-going vessels. Uncommon modes of travel are also rumoured to exist.

Magic — A once-forgotten discipline, the study of magic has enjoyed a renaissance since the coming of the evil Mondain. Many hold the belief that sorcery is indeed needed to combat sorcery. The practitioner of the arcane arts can purchase the needed tools of the trade in various magic shoppes scattered throughout the Realm.

Food — None can live without sustenance. The food shoppes of Sosaria provide the local populace with fresh produce and meats, while the adventurer can find provisions therein that will last for weeks in the wilderness with no special care.

Pubs — The people of our land are fond of strong spirits and lively companionship. Most settlements are graced with public houses

where a tankard of strong ale from the region of Trinsic or a flagon of the best Ghelom mead may be had for but a few coins. Many of the people found in these taverns are quite friendly, and the ones serving the drinks are often fountains of wisdom and gossip.



Dungeons

Our land is an ancient one, where strange and wondrous beings once walked the earth and civilizations rose and fell. There are numerous underground labyrinths to be found throughout Sosaria, the handiwork of unspeakable creatures and unknown forces. These mazes have become the dwellings of many of the horrors unleashed by Mondain upon our poor land. Indeed, the lowest depths of some of these hellholes contain creatures that make even the staunchest warriors blanch and tremble.

Yet these subterranean passages also contain caches of the predations of Mondain's minions. An intrepid adventurer can finance many an expedition with the spoils of a foray in the dungeons of Sosaria. Harken well:



"Extreme caution is needed when exploring underground. The corridors are lined with the bones of explorers who overestimated their abilities!"

Starwalking

Before the archmage Mondain can be defeated, his conqueror's mettle will first have to be tested in the farthest reaches of the heavens. 'Tis said that the Evil One has formed alliances with starwalking monsters of unparalleled savagery. These malicious creatures stand poised to swoop down upon our people and devastate them. The need to slay the vile wizard is redoubled in the face of this threat.

Should a champion emerge from the mists of legend, the means by which to combat this menace from the skies will appear – so say the prophets. The legends which foretell of this hero include a number of writings and several ballads sung by the bards of our Realm. Among the more recent discoveries pertaining to the coming of the starwalkers is an arcane manuscript, found on the foothills of Mt. Drash. Since it appears to hold instructions for the use of some form of transport, it has been broadcast throughout the land in hopes that it might prove useful to one engaged in the quest to rid Sosaria of Mondain. The substance of the document is as follows:

"In the heavens, each vehicle has the means to control rotation, as well as thrust and retro(reverse thrust). In the front view mode, one can turn left, right, climb, and dive.

The starways are divided into 49 sectors on a 7 x 7 grid. In the top view mode one can see all within the current sector. A long range scan may be obtained by use of the 'Inform' control. Consult the Pilot's Reference Manual for the symbols needed to interpret a scan.

One can jump to the next sector in the direction of current travel by using the Hyperjump capability .

Docking with starbases can be attained at any of the unused docking ports and should be made only at slow speeds while headed directly into the port opening. A docking fee is required. Upon docking, a 'Base Command' query will be issued and the pilot is expected to indicate the direction toward the next vehicle that will be used.

Reentry takes place when your ship passes over the lands of Sosaria. Only the shuttle has heat shields. Any vehicle will incinerate if it collides with a star.

*One may encounter and engage in combat with hostile beings in the heavens. Once combat has begun, the pilot cannot return to the top view until all enemy craft have been driven from the current sector or the pilot has chosen to hyperjump to the next sector. **IMPORTANT:** Changing from front view mode to top view mode at high speeds will surely result in a fatal collision. Be wary of fuel levels and shield condition. A ship without fuel drifts forever and a depleted shield spells certain death. "*

Our most learned scholars have translated the document into the common tongue of the Realm, but certain terms and phrases have no meaning even to the most erudite sage. Nonetheless, such is our desire to be rid of the scourge of Mondain that we make this information available to all.

The Magical Arts

As mentioned elsewhere in this tome, the practice of magic had once died out in Sosaria. The power of the mystic tradition proved too corrupting for the general populace and the lords of the land decreed that all who dabbled in sorcery were to be banished. 'Twas not until the coming of Mondain the Wicked that our scholars once again unearthed the dusty writings that contained the records of the once flourishing arcane arts, and set about to retrain adepts in the use of enchantments. Our leaders realize that once the discipline of magic is reawakened, it shall never again be put to rest. Such is our plight that even the most dreaded of the arts is laid bare to all who will try to learn it and who swear to use its powers to combat the spread of Mondain's vile influence.

While those naturally born to the practice of sorcery, who can invent their own enchantments and forge new ground in the arts, have yet to emerge as powerful wizards in their own right, a certain progress has been made. There are four artifacts available to the budding mage which will enhance the ability to weave enchantments: Staff, Wand, Amulet, and Triangle. The latter is a magical sword that may also serve as a weapon. Several powerful spells, which will cost the buyer dearly, may be purchased in the magic shoppes of Sosaria. These include:

Blink — The ability to be physically transported a short distance while underground.

Create — The ability to create a wall of magical force directly in front of the spellcaster.

Destroy — The ability to remove a wall of magical force that blocks the spellcaster's path.

Kill — An enchantment hurled at a foe in front of the spellcaster. If successful, this cantrip will destroy the opponent.

Ladder Down — This enchantment creates a magical ladder which permits the spellcaster to descend to the next level of a dungeon.

Ladder Up — This enchantment creates a magical ladder which permits the spellcaster to ascend to the next level of a dungeon.

Magic Missile — The ability to strike a foe with a blast of magical force. The more skilled and well-equipped the spellcaster, the greater the damage inflicted by the blast.

Open — This spell permits the opening of coffins at no risk to the spellcaster by magically disarming any traps.

Prayer — The ability, when in dire straits, to call upon one's personal deity in hopes of finding a way out of a pressing dilemma. Should be used only when the spellcaster is in serious need of divine aid.

Unlock — This spell permits the opening of chests at no risk to the spellcaster by magically disarming any traps.

The Bestiary

The Realm of Sosaria is populated by a variety of creatures, both natural and unnatural. The latter group hath been on the increase since the coming of the Evil One. Through the efforts of a posterity-minded few, a collection of names and descriptions of the more common beasts hath been compiled and may be perused herein.

Archer, Hidden — So lacking in courage are the minions of the vile Mondain that his Archers only ply their trade from hiding places high in the treetops of the forests of Sosaria. Their aim, nonetheless, is accurate and many a traveler has died without ever knowing whence came the deadly rain of barbed shafts.



Balron — Huge, leather-skinned daemon lords, the Balron are perhaps the most fearsome of the evil minions of Mondain. Armed with vicious barbed whips and possessing the ability to cast devastating fire-balls at their victims, these winged scions of Hell have proven to be the nemesis of the flower of Sosarian knighthood.



Bat, Giant — Although the Sosarian Giant Bat is but a dumb brute, this large cousin of the more common vampire bat found in other lands is indeed a menace to those unfortunate enough to disturb its subterranean slumber. The Giant Bat lives on a diet of animal blood and is not averse to feasting on adventurers.



Bear — The Hill Bear towers over the tallest human and is armed with saber-like claws capable of rending even the stoutest plate armour in a single blow. The species was first sighted on the slopes of Mt. Drash, but hath since spread throughout the land. These creatures are extremely ill-tempered and will attack without provocation.

Carrion Creeper — These loathsome worms inhabit the deeper reaches of most dungeons, where they feed on the corpses of any luckless creatures they encounter. The numerous legs on their segmented bodies are equipped with small barbs that allow them to move quickly on walls and ceilings, as well as along corridors. Carrion Creepers should be avoided at all costs.





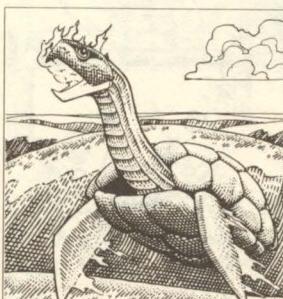
Cyclops — A race of belligerent, one-eyed giants, the Cyclops dwelt in Sosaria long before humans ever walked its shores. Driven underground many years ago, the Cyclops long to return to the surface and drive humans into the sea. Beware, for they will attack on sight.

Daemon — Fierce, bat-winged horrors armed with cruel talons and barbed tridents, Daemons were unknown in Sosaria hither to the advent of Mondain. Drinkers of human souls, Daemons are said to relish the screams of tortured humans above all else.



Dark Knight — Such is the corrupting influence of the foul Mondain that even the most virtuous of Sosarian chivalry are subject to fall under his sway. The land is now befouled with Dark Knights — predatory warriors who seek to waylay innocent travelers and rob them of their hard-earned goods.

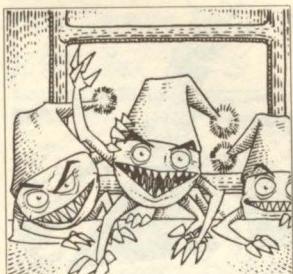
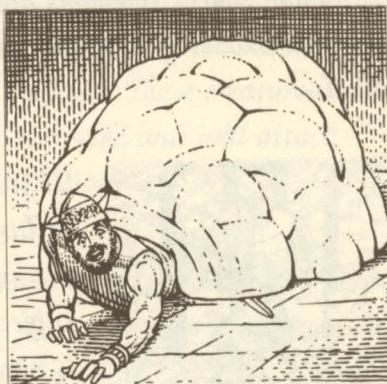
Dragon Turtle — These fire-breathing, aquatic dragons inhabit the seas around Sosaria and are considered an even greater menace to mariners than the winds of a typhoon. They are protected by a shell tougher than enchanted plate armour, and thus are extraordinarily difficult to defeat.



Ettin — Travelers in the forests of our land have oft been fooled into thinking they have drawn near to a group of fellow explorers when they encounter an Ettin, for these two-headed monstrosities have been known to carry on heated discussions with themselves. An Ettin invariably abandons its dialogue when it hath the chance to attack a traveling adventurer.



Gelatinous Cube — Called dungeon-sweeper by some, the Gelatinous Cube is a subterranean dweller that roams corridors in search of food. Their bodies are composed of a clear, corrosive, jelly-like substance which renders them difficult to see, but they may sometimes be detected by the remnants of armor or debris contained within them. They are omnivores, digesting anything they find after absorbing it into their massive bodies. Contact with a Gelatinous Cube has ruined the armor of many an unsuspecting hardy warrior.



Gremlins — Mischievous kin of the trolls and lizard men, Gremlins are underground creatures of varacious appetite. A favorite diversion is to stealthily approach unwary travelers and pilfer their food rations. Many an adventurer hath been consigned to death by starvation below the surface of Sosaria as a result of the antics of these creatures.

Hood — When the corrupt influence of the unspeakable Mondain spread throughout the Realm, even some of our stalwart peasants fell under the sway of the evil wizard. These warped individuals now roam the countryside attacking travelers. While unskilled in the use of arms, they nonetheless pose quite a nuisance.



Invisible Seeker — Among the most dangerous of the denizens of the catacombs below our land is the Invisible Seeker. None have ever seen one of these horrific slayers, for they are — as their name implies — unseeable. Their presence is usually first detected when open wounds suddenly begin appearing on the body of a victim. They are, however, susceptible to harm from most weapons.

Knight — Like their forest-dwelling counterparts the Dark Knights, the predatory Knights of Sosaria are warriors who have forsaken the ways of Chivalry for the paths of Evil. They are fierce opponents and must be treated with care if one is to avoid an untimely demise.



Lich — The Lich is an evil spellcaster who, through the necromantic arts, hath entered a state of living death in order to prolong an unholy reign on earth. Woe to the explorer who stumbles upon the lair of a lich, for the undead mage will guard its domain fiercely and attack without hesitation.



Lizard Man — When Mondain first came to our land he performed unspeakable experiments with his servitors and the fierce reptiles that inhabit some of the streams and rivers in the south of our land. The result was a Lizard Man, a being both reptilian and human in a single body, armed with cruel teeth and a disposition to match its appearance.

Mimic — Beware the treacherous Mimic, for it hath been the doom of many a dungeon explorer. Disguised as a tempting treasure chest, the Mimic patiently awaits the overly curious adventurer. When the victim approaches to examine the chest, the Mimic attacks with a ferocity unmatched.



Mind Whipper — The Mind Whipper is a being with the body of a human, a face that resembles nothing so much as the underside of a squid, and an unquenchable thirst for the mental energies of its victims. The few survivors of encounters with Mind Whippers have emerged as babbling lunatics, their minds flayed from their souls by the relentless onslaught of these terrible creatures.

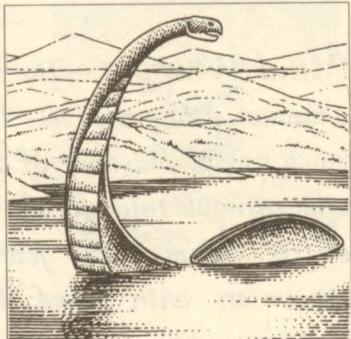


Minotaur — As mentioned before, the evil Mondain experimented ceaselessly with the cross-breeding of man and beast in an effort to create the ultimate soldier. As if the creation of the dread Lizard Man was not enough, the vile wizard also mated the famed Baratarian fighting bull with some of his followers, resulting in the Minotaur — a horror that walks on two legs like a man, but which has the head and the cruel horns of a bull.

Necromancer — The Necromancer is a mage whose specialty is the practice of the arcane arts that pertain to the dead. Practitioners of such a morbid specialty were naturally drawn to the foul Mondain as jackals are to the carrion of the plains. You will encounter many loathsome creatures conjured from the spirits of the dead as you travel through Sosaria.



Ness Creature — The seas surrounding Sosaria are home to a number of beasts, among which numbers the dread *Ness Creature*. For many years these reptilian behemoths were thought to be naught but the workings of the overwrought imaginations of mariners. The sinking of the frigate Pembroke in plain view of a small armada hath disproven this belief.

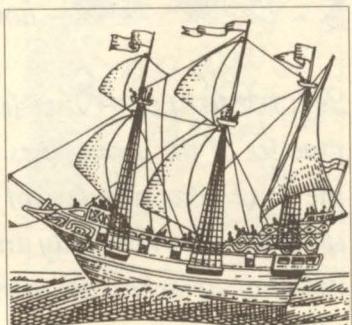


Orc — Small, pig-visaged humanoids, the Orcs were the van-



guard of Mondain's first advance. Tribal by nature, they are sub-human at best, just a slight cut above true bestiality. They abhor all things human and cultured and will lay waste to anything fashioned by human hands. 'Tis said that they relish the taste of human flesh.

Pirates — The pirates that infest the coastal waters of Sosaria are the scourge of the honest mariner. They ply the waterways seeking unarmed merchant ships to plunder, and often press the younger crew members into service as marauders. Once engaged, a pirate vessel and its crew will battle to the end, seeking no quarter and offering none.



Ranger — Alas! Even the noble Ranger, preserver of the woodlands and keeper of the forests, hath fallen under the sway of dark Mondain! These matchless trailblazers long watched over the pre-

serves of the Sosarian nobility, but as Mondain's treachery took hold, many of them forsook their old ways and became predators themselves. He who is pursued by a Ranger must turn and make a stand, for once on a trail a Ranger will never give it up.

Rat, Giant — The underground passages of the Realm are prowled by oversized rodents, the result of Mondain's necromancy and an abundance of food in the form of victims of the Evil One's minions. The Sosarian Giant Rat is a vicious predator, not to be taken lightly.



Skeleton — The progeny of Necromancers and undead Liches, Skeletons are the animated corpses of dead warriors from which the flesh hath withered and fallen away. They fight tirelessly in an effort to carry out the bidding of their dark masters.

Spider, Giant — Few moments hold more terror for the intrepid explorer than when a Giant Spider, venom dripping from its fangs, is encountered in the corridor of a subterranean labyrinth. These creatures are dazzling in their agility and tireless in their search for prey. Fight well, or face a paralyzing sting and the fate of becoming a living hatchery for their young.



Squid, Giant — Sosarian mariners swap legends of the Kraken, or Giant Squid, in every pub in every port of the Realm. These monstrous creatures have been known to rise from the ocean depths, seize a vessel in their long tentacles, and drag the hapless vessel and its crew to a watery grave in the space of but a half-dozen heartbeats.

Tangler — Looking for all the world as naught but a vine-covered tree stump, the Tangler lurks in subterranean corridors, waiting to ensnare explorers of the underground. Once a Tangler hath enmeshed an adventurer in its tentacles, it will hold the victim fast until starvation ends the struggle. The monstrosity then feasts on the corpse.



Thief — Long before the coming of Mondain, the common cutpurse was a plague to travelers in Sosaria. Lurking in alleyways, poised behind trees, and skulking in dungeon corridors, these villains are always ready to relieve innocent citizens of their valuables and their lives. 'Tis a service to your fellow Sosarian to exterminate a Thief whenever possible.

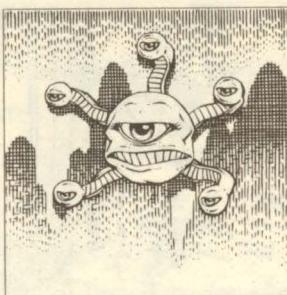


Trent — Native to the woodlands of Sosaria, the evil Trent seems like an ordinary oak tree until one approaches near enough to be ensnared in the grasp of its pliant branches. Once it hath crushed the life from the victim, the Trent then devours it, leaving no trace of its prey.

Viper — Since before the dawn of civilization, the race of serpents hath roamed the land. From the most harmless garden snake to the giant constrictors, these legless creatures have always inspired fear in the human race. In the case of the Viper, this fear is well-founded. These vicious reptiles strike fiercely and frequently at all who stray too closely. Their venom-laden fangs bring a swift yet painful death.



Wandering Eyes — Many a dungeon seeker hath been startled



to enter a darkened chamber and be greeted by a number of eyes staring out of the murky blackness. Stare not long, for the *Wandering Eyes* weave a hypnotic spell that entrances and leaves even the most strong-willed helpless before the magical onslaught that inevitably follows.

Warlock — Rogue practitioners of the magical arts, Warlocks are the evil servitors of Mondain. The Foul One hath trained them in the casting of bolts of mystic energy and sent them forth to wreak havoc among the populace. Slay them if ye can, for the arcane arts should never be used for wicked purpose.



Wraith — Summoned from the nethermost regions of Hell



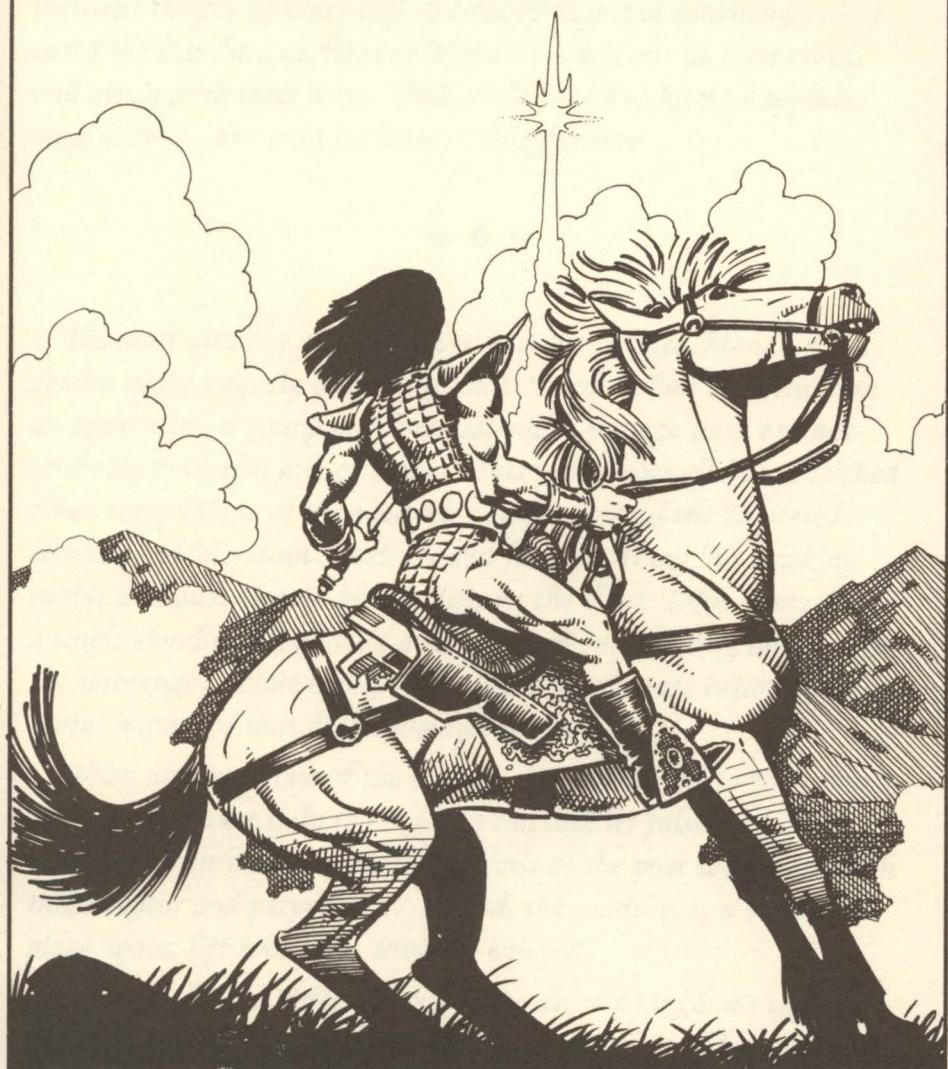
by Mondain's perverse enchantments, Wraiths are the restless souls of dead clerics. Once on the material plane, they drift about seeking potential "converts" to the discipline of Evil. Since one must first die in order to be converted, 'tis strongly advised that their enticements be resisted.

Zorn — Little is known of the mysterious Zorn. 'Tis a creature that not only defies logic, but that seems to deny the very laws of nature. It can burrow through anything and is completely omnivorous. In battle it seems to generate far more force than one would estimate possible from a creature of its size. When slain, the Zorn quickly evaporates, thus none have ever been studied closely.



Ultima II

The Second Age of Darkness



The Ascension of Evil

When the archevil Mondain was finally overcome by a gallant knight, the ravaged world rejoiced. The warlock who had called himself immortal was indeed dead, and a long-sought peace slowly healed the wounds of the people.

Certainly, the good folk of Earth had no ear for the quiet, insistent rumors of wars still to come. Kings and commoners alike eased the last dark vestiges of Mondain's evil out of their minds and away from their lives. Their souls began to know happiness once more . . . but only for a short, blissful time.



The most virulent of the rumors that surrounded Mondain's demise spoke vaguely a warning that Mondain had been training an apprentice, a young and impressionable protege with an indescribably powerful gift of magic. This rumor was all but squelched when companions of the warlock's slayer entered the shattered chambers of Mondain's fortress and found nothing but smoking rubble and dust-clotted bloodstains on the floor. (Not so much as a single shard of Mondain's dread Gem of Immortality lay among the wreckage . . . but many, many years would pass before the awful import of that detail would come to light.)

When nothing came of the talk of a potential heir to Mondain's curse, people were only too eager to embrace its falsehood and throw off their cloaks of fear. The evils of the past were gone with their creator and perpetrator. Indeed, the world was a beautiful place again; life was to be savored, enjoyed.

The rule of Lord British brought the diverse kingdoms together under a common flag of unprecedented fellowship and goodwill. Trade prospered throughout the land as never before; longstanding

feuds between rival nations ended as the leaders of the world came to see the folly of heartless conquest. Perhaps the most wondrous hallmark of the new ages was the discovery of the mystic "time doors" – shimmering mist-like portals through which a brave explorer might wander the roads of another time and eventually return to the present. The scattered portals opened an era of new learning, a renaissance of timelessness. Soon, the world was too busy a place for thoughts of less fortunate times. So it was for several years – long enough for a child to grow to adulthood. No one wanted to notice when the disease began again.

But so it did. First there was the single lost orc a farmer stumbled upon. What was it? Whence came it? Sages knew in their secret hearts that the orc was the work of a sorcerer and that, had that sorcerer been a benevolent one who'd created the orc by accident, he or she would have come forward. But they refused to admit the truth, even to themselves, so they cast the knowledge aside.

The orc was too sick and hurt to fight when it was found. When, sufficiently recovered, it began to assert its inborn malice, it stumbled into a paradox in its feeble head. These human creatures had saved its life – it grasped that much – and it didn't want to hurt them. Because the little lone orc had never been missed, it was not beset by magical influences; nothing discouraged it from welcoming its new, confusing, but rather pleasant benevolent feelings.

From this one unusual orc descended all the good orcs who lived peacefully in towns and villages. But the prospering people of Earth should have admitted its significance many years before.

Instead, little by little and too often blindly evaded, the evils of the coming age began to shower Earth. By the time the people finally acknowledged it, the evil was too powerful, too widespread to be overcome directly. Already its perpetrator was stronger and more wretched than any prince of darkness before and had grown

too vain to keep silent.

Thus was the name of Minax, enchantress of evil, made known. A master of telekinesis from infancy and proudly apprenticed to Mondain the Wizard at age eleven, she had grown to wield a power many times greater than that which had failed to save her master. And with that growth arose an intense hatred for the people of Earth who had wrought her master's end. Never content to merely afflict the good with evil, causing misery and pain, Minax sought to sow the seeds of evil in the good, leaving none untouched. Storms of destruction collapsed the framework of society, and horrors once known only to those with conscience — guilt, loathing, and self-hatred — prevailed against the entire Earth.

The climax of Minax's wrath was the holocaust of 2111, in which ancient civilizations born of love of beauty and wisdom and knowledge turned upon one another and, in their vicious anger and contempt, destroyed almost all of the very Earth that had nurtured them.

Were it not for the time doors, you would likely not be here now. Only the ability to move in time enabled any living thing to survive the holocaust, so far as is known.

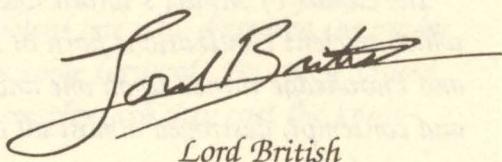
Since that awful day, survivors have devoted themselves to rethinking the concept of time itself, hoping to find some means of using the time doors to alter the course of past events. They have concluded that evil can emanate from a single overpowering source and that this source is Minax. And they believe there to be a chance that total elimination of a cause may excise its effects from all time, as if the past might become the future for those who step into it.

That group, which I, Lord British, chair, extend our deepest respect and admiration to you for heroically volunteering for this perilous expedition into time. Know before you go that, whether you succeed or fail, you have our gratitude and, indeed, our love.

And if – no, when – you succeed, you will return to the present as it could and should have been. Those of us in this conclave can assure you that we will never forget your great deed. But you should be aware that, by the very nature of your success, future generations prospering in the sunlit glory of the world as you will have made it are apt to forget. Your reward may be enjoyed only in the silence of your soul.

If you understand all this and are still willing to venture forth, then go now with our abundant well wishes and the promise that our hopes will be with you ceaselessly until your return.

Farewell,

A handwritten signature in cursive ink, appearing to read "Lord British".

Lord British

Beginning the Journey

The Quickstart parchment included in your package provides all the information you need to start playing *Ultima II* on your computer system. It includes all machine-specific information for your computer type and is designed to have you playing *Ultima II* as quickly as possible.

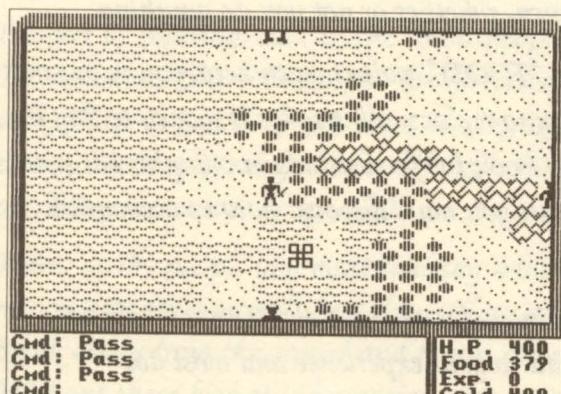
The accompanying Reference Guide includes information that you will want to access frequently as you play the game (Keyboard commands, magic spells, etc.) Keep the guide close by as you play, for it is an invaluable, time-saving device.

Once you have followed the instructions for your machine in the "Quickstart" parchment, return to this book and follow the section titled "Starting Play."

Starting Play

The Play Screen – When the game screen appears, you see your character in the center of a landscape. Use the "movement keys" to

move around just enough to see that you're on a sort of map. Don't wander too far; your character isn't apt to be very strong yet and you have no weapons or armor.



Notice the text at the bottom of the screen. It should look something like this:

CMD: North

Hits: 400

CMD: East

Food: 398

CMD: Pass

Exp: 000

CMD:

Gold: 400

Now press the Z key to pause the game. A text screen will take over showing your character's attributes and possessions, but all you want now is its "pause" function so no nasty orcs will come along and do in your new friend while you're learning how to get around.

On the left, Ultima II asks your command with the CMD: prompt, and writes out your full command although you press only one key. In the dungeons, it responds to direction commands with "forward," "right," "left," and "retreat" instead of compass directions.

Tracking Health and Wealth

On the right, the screen displays information to help you keep track of your health, food supply and wealth.

HITS represents the amount of damage you can take in battle and still survive. Since enemies vary in strength, the amount of damage they deliver when they hit also varies.

FOOD represents your internal fuel supply and dwindles away with each turn, whether or not you do anything.

If either the "HITS" or "FOOD" values reach zero, you're out of luck. Food is pretty easy to replace; all it takes is money to buy it and a store that sells it. Look for food stands in villages. Hit points are also replenishable, but you must discover how to accomplish that feat.

EXP (Experience) increases as you fight. Every battle has the potential to add to your experience and most do, although occasionally your opponent will be so inept that nothing is gained. Your experience value determines your character's level, shown at the top of the Z-stats screen.

GOLD, the final line, shows how rich you are. Not very.

You can acquire more gold by fighting (and winning), in which case you get whatever your opponent was carrying. Chests in dungeons and towers often contain gold, as well as weapons and armor. There are plenty of ways to spend gold, the first of which you need to indulge in now.

First Quest: Arms and Armor

Press any key and the world will magically reappear. Did you notice a town nearby when you wandered before? Head straight for it and enter. You need weapons and armor if you're to survive for long. There are plenty of others eager for a share of your gold, so be on guard against your appetites. You can't afford much more than you need.

Getting to Know the Natives

Did you run into any monsters outside? They don't care about your motives; they attack and you must fight them. In town, you may see some of the same monsters mingling with various people. You'll seldom be attacked in town unless you've done something wrong. Don't take chances ... you're not strong enough yet.

Instead of fighting, talk to the townspeople. Press T for Transact. The command line will ask for the direction in which you wish to talk. Enter it just as if you were moving in that direction, and the creature will respond if it can talk and chooses to do so. (Only rare orcs have the power of speech.)

Many of the people you meet will say whatever is the popular response in their crowd these days. Now and then, someone will break away from the crowd and reveal something really useful. Without these bits of information, you won't get very deep into Ultima II and you certainly won't win. So talk to everyone. Put up with the bores to find the gems.

Transacting is also how you communicate with storekeepers to make purchases. Most such transaction are self-explanatory, but a few merchants use abbreviations for their products. So it's time to identify weapons and armor; then let's meet in the pub.

Choose Your Poison

Enter the weapons shoppe, and press T to start a transaction with the weapons dealer. He will ask you to choose between the following:

- | | |
|-------|-------|
| 1) DA | 5) SW |
| 2) MA | 6) GR |
| 3) AX | 7) LI |
| 4) BO | 8) PH |

These terms represent, respectively, dagger, mace, axe, bow, sword, great sword, light sword and phaser. Each is more effective than the one before it, and more expensive, too. However, being new to the game, it's unlikely that you're agile enough to wield anything requiring more manual dexterity than a battle axe. There is one weapon that cannot be purchased in a shoppe; it must be earned. It is the magical quicksword Enisno.

At the armory, you can buy leather, chain, plate, and the magical "reflect" and "power" armors. You may as well Wear your new armor and Ready your new weapon right away!

Wizards and clerics are probably smart to wait a few turns before purchasing spells, because you need weapons and armor too. Later on, you can refer to the Magic Spells list, discussed later, to decipher what's being offered you in the chapels and magic shoppes.

The Pub and its Proprietor

Pubs have always been centers for gossip and street-wise advice, and those found within the universe of Ultima II are no exceptions. And, as usual, the barkeep is the wisest of all. When you talk to bartenders, they'll ask 1-Buy, 2-Tip?

If you buy, you'll get a drink at a reasonable price and a comment that may or may not be useful. If you choose "tip" the 'keep will ask how many gold pieces you're willing to spend, up to nine. For your money, you'll get an important clue about the secrets of the game — which, of course, you may or may not have heard if you've asked the barkeep before.

Bartenders' clues help you play Ultima II successfully and wisely. But only from oracles and sages can you get the strategic hints you'll need to win the game. Counsel with sages is very expensive and they too can repeat themselves.

Into the Maelstrom

Armed and shielded, you are ready to venture into the countryside and search out the evil enchantress. Chances are, you'll meet a monster or two in your travels. Hesitation can be your worst enemy, since there are no friendly wayfarers in the countryside!

There's some timing to work on in battle. You may press A for Attack as soon as you've finished your last turn, but don't press a direction until you're prompted to do so. If you do, the game will respond only to the last command and try to move in the direction of the monster which is, of course, blocked. After a while, you won't have to watch the screen; the timing will come.

Keep an eye on your hit points. If you're getting nervous during a fight, try to guide the monster toward a time door so you can disappear and escape. Sometimes you can avoid monsters too, although fighting them and winning is essential for raising

experience and cash. Monsters always make a bee-line for you. Keeping that in mind, you can often lead them into spots which leave you protected.

Take warning: no matter how strong you become, there will always be some creatures impervious to your attacks. They may be ferocious, terrible creatures or ineffective orcs. When you meet one – and you'll never meet more than one at a time – leave it alone and get away. These lonely creatures are mutants of Minax's evil, doomed to continue their miserable lives forever.

Learn to make your way around the land and then through time. Seek out towns, villages and castles and talk to everyone. Pay attention to the items you get from monsters you overcome. Look at your Z-stats often. Learn where to get food and hit points early in the game.

Eventually, your travels will take you into outer space, where you can make the grand tour of the planets. Follow your Galactic Map well but don't be afraid to explore, too. As you gather tactical information and become comfortable with your environment, you'll pick up the clues that will lead you eventually to the lair of Minax the Enchantress herself!

Saving the Game

Remember, you may save the game by pressing the [Q] Quit key. Whenever you have accomplished something you feel is significant, it is a good idea to save the game. After pressing the [Q] key, you may continue the game or quit and return at another time to the same point in the game. You may only "quit" when you are in the countryside on Earth. You cannot "quit" while aboard any mode of transport.

Good luck, adventurer. Your journey will be arduous, but Earth's future depends upon your success.

The Natives of Ultima II

Orc – More pest than peril, the not-bright orc is the prolific product of a foolish experimental genetic mating of human and boar.



Thief – An ordinary human pickpocket, the thief would rather snitch than fight. Always check your inventory [Z] after being confronted by a thief.



Fighter – Humanoid and strong, fighters carry something you need during your quest.



Cleric – Men of the cloth carry their crosses and proselytize, but are not always good or wise.



Wizard – With magical staff in hand, wizards enjoy throwing magic missiles that do tremendous damage.

Daemon – It looks like it's shrugging, this creature of minor hells, but its pleasure is to stop you in your tracks by magic. The right magical item can thwart the powerful daemon – sometimes.



Devil – With trident in hand, the devil can quickly spell your demise, although defense is possible if you have the correct item in your inventory.



Balron – Easily recognizable with its great leathery wings, the wretchedly evil balron ensures the success of its Herculean strength by using a sleep spell to render its victims helpless. Some have hypothesized that the spell is not real but that the fetid, putrid breath of the creature is so horrible that humans cannot resist the urge to escape it immediately by falling asleep.

Sea Monster – If it weren't so big, it might be a swan – until it comes after your frigate.



Guards – Chosen for their brawn, guards are mindlessly loyal to their governments. They're extremely strong but generally harmless unless you break the rules.

Merchants – Unarmed and mild, merchants rarely fight.

Jesters – Bouncing around in eternal jumping jacks, jesters are usually the buffoons you'd expect – sometimes the buffoonery masks great wisdom.



Kings and Queens – Larger-than-life humans but smaller than guards, royal persons do little other than sit on thrones and bestow.

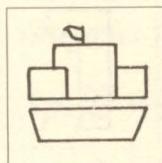
Minax



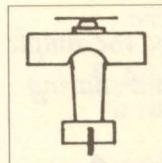
Transport

Shank's mare will take you far in Ultima II – but not everywhere. You can purchase, overtake or steal more efficient forms of transportation.

Horses – Riding horseback is faster than walking, and horses are cheap.

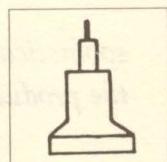


Frigates – When a frigate docks near you, you can commandeer it – if the crew will accept you as a seasoned sailor. Otherwise, they'll turn the broadsides on you.

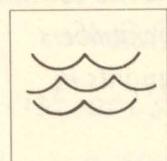


Planes – No jets, but these little single-prop jobs are just the ticket for hotfooting it around the world and through time – if you're prepared.

Rockets – By the time you find one and figure out how to procure it, you won't need a manual to deal with the situation. It takes proper armor to launch one and survive.

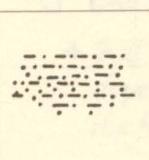
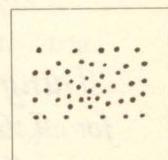


Terrain

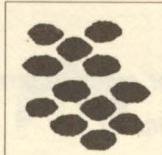


Water – No one in Ultima II knows how to swim except the sea monsters. You can only cross water with a frigate, or pass over it by air.

Grass – No problems moving on grass, but don't expect it to save you from starvation. Your character is assumed to be humanoid, not bovine.

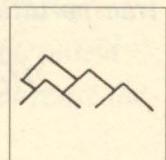


Swamp – You'll have trouble making it through a swamp if you're low on hit points. You lose points with every step.

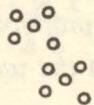
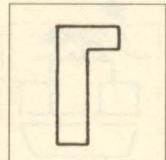


Forest – Sometimes there are more monsters in forests, hiding behind trees. But they're pretty trees and give nice shade.

Mountains – The mountains are insurmountable, even for the most hardy adventurer.

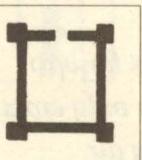
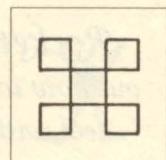


Walls – Impenetrable. If you're flying and as much touch one, the Great Mover assumes you want to get out of town and escorts you there.



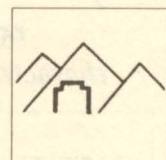
Villages – In countryside villages live the simple folk, selling their wares to wayfarers and sharing their lore.

Towns – With the greater sophistication of a cosmopolitan atmosphere come the products of human innovation; the sword, the mail, and the tankard of ale.



Castles – The seats of government, castles contain prisons, cathedrals, private vaults and chambers. Explore as you will but note that the guards in castles are the cream of the crop.

Dungeons – Apparently the breeding grounds for all the evil creatures in the universe, dungeons are full of hidden passages and diabolical mazes. They're also full of treasure and vicious monsters.





Towers – Perhaps the world of evil became overcrowded, for its forces began building dungeons skyward. Watch for secret messages in unlikely places.

The Spellcaster's Art

The use of magic spells is limited by your selection of profession. Only wizards and clerics can cast magic spells. Nine spells fall into three categories.

Spells Available to Wizards and Clerics:

- ◆ Light creates magical illumination and eliminates the need for a torch.
- ◆ Ladder Down teleports you straight down one level in a tower or dungeon.
- ◆ Ladder Up teleports you straight up one level in a tower or dungeon.

Cleric's Spells:

- ◆ Passwall destroys the wall in front of you.
- ◆ Surface teleports you immediately to the surface of a planet from within a tower or dungeon.
- ◆ Prayer calls for divine intervention to destroy your foe.

Wizard's Spells:

- ◆ Magic Missile is an offensive weapon. Its strength is directly related to the strength of the wizard who casts the spell.
- ◆ Blink randomly transports you to a new location on the same level.
- ◆ Kill attempts to destroy your foe by magic. Success depends upon the relative attributes of the wizard and the foe.

Acquiring spells is simple: you purchase them in appropriate shoppes. Their cost rises with increasing power. Casting a spell uses it up even if it fails, so be sure to have plenty of the spells you like.

Casting a Spell

Press the M (Magic) key and specify the spell by number. Then press C (Cast) to activate the spell. The spell you specify is the default spell until another is selected.



Time Travel

No one remembers exactly when the time doors first appeared, probably because their existence renders time relative. However, none of our almanacs or other reference books make mention of them prior to the defeat and demise of the evil Mondain.

Strongly convincing philosophic theory supports the chronology. Mondain had gained such power that, upon his death, the physical laws of nature suffered a great upheaval. When the smoke cleared, what remained were corridors in time and space; what we commonly call our time doors.

Many explorers and wizards have traversed the corridors of time. The few who have returned speak of great confusion and difficulty in controlling the progression through the corridors and, especially in primitive times, of finding a means of transport to appropriate returning doors. Nonetheless, the existence of the time doors has changed all that is and all that ever was. When – no where – there were no time doors, that which was done was done. No second chances existed; there was no reaching into another time to find a

cause, negate it, and thus reverse history's mistakes. Now, of course, it is possible.

The Time Map – As far as we know from those few surviving time travellers, the time corridors connect with five distinct time periods, although much uncertainty still surrounds the periods' exact historical dates. The adventurers' experiences do appear to confirm the existence of intelligent life forms in an era thought to have supported only primitive life or no life at all.

One period, reported vaguely by at least two independent travelers, appears to have no place in prior philosophic thought at all.

Ironically, if it is what it appears to be, it is the period about which the most has been written. Until recently, such writings were believed to be speculation at best, pure fancy at worst. It is a time we know only through mythology – the time of Legends.

The following time periods are accessible through the time doors:



Legends – A time before time, peopled by creatures of myth and lore. Whether the time of Legends is ruled by good or evil affects all other times and places. It is believed that the power of the enchantress Minax, the author of our worst troubles, is greatest in this time period.



Pangea – The time when the Earth is still forming. Before volcanic upheavals separate the seven continents, earth is one great continent surrounded by a gigantic ocean. There appears to be abundant, if primitive, life and civilization, although its origins are so far inexplicable.



B.C. – The time just before the dawn of civilization as history records it. According to the time travelers, an advanced civilization already exists in B.C., apparently the progeny of the Pangea civilizations.



A.D. – The present, if we can still call it that. Specifically, 1990. It is a rather perilous time of planetary egocentricism, leading to interplanetary hostilities born of jealousy and greed. The time reflects on its people, who suffer stress and a sense of urgency that encourages reason over romance, dulling awareness of values and leading weaker souls to lives of crime and software piracy.



Aftermath – The post-holocaust period once thought of as the future. Much of life and all known civilization has ceased to exist. As we learn more of the enchantress Minax, we become convinced of her single-handed perpetration of the entire holocaust itself and all the trouble that led to it. Much of the land mass has been wiped out, especially the most troublesome hotspots of the great Sino-Russo-American Era.

Using Time Doors – The time doors of all periods are shown on a map of the world as it is in A.D. Since accurate maps of other times do not yet exist, you will have to extrapolate the locations of the doors in other time periods. Because Legends exists outside of the concept of time, its map would not resemble that of Earth in any reasonable way. Therefore, Legends is represented by its four known time doors grouped at the bottom of the map – where Antarctica would be shown if any time doors were to appear there.

The doors are not always, only sometimes open. When they appear, they rise silently looking rather like a blue mist that takes on the

***Caution** – Do not position yourself where a time door first appeared and wait for it to reappear. It will not reappear while you stand on that spot and the consequences of upsetting the time door interval could be disastrous.*

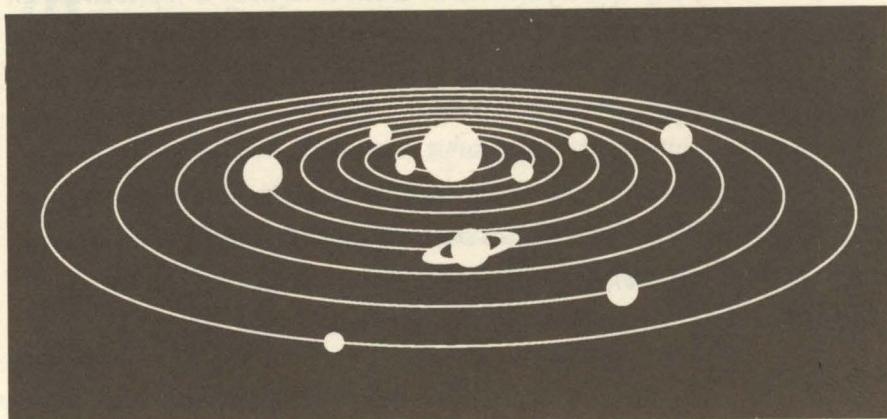
The symbols and lines of the map represent the best possible compilation of sketchy information. Each time door is represented on the map by two symbols. The first indicates the time period in which that door will appear. The second is the time period to which it will transport a traveler.

A direct line from the door indicates where you will find yourself in the new time. When more than one line extends from a door, the line representing the door's destination is the one that leads to another time door with the destination time symbol marked first.

***Example:** Suppose you are in the time of the Aftermath, and wish to travel to the present. Look for a door represented first by the aftermath symbol, followed by the A.D. symbol. Did you find it? It's the one in Alaska with numerous lines extending from it. Look for the line that leads to a time door with the A.D. symbol marked first. Got it? Try Argentina. In this case, the door in Argentina leads right back to the future in Alaska, but that won't always be the case.*

Space Travel

Your journey will inevitably lead you into outer space. Special attire is needed to successfully travel through the solar system. While this map shows the limits of known space, don't be afraid to search for new worlds.

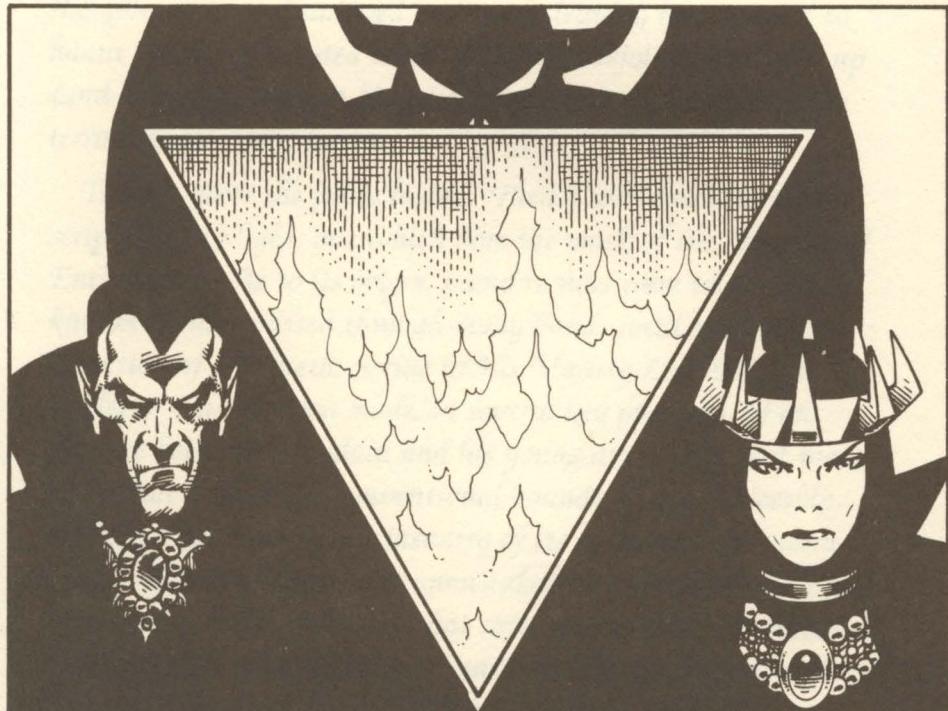


Galactic Map of Known Space

		Xeno	Yako	Zabo	Life	Terrain
*	Sun	4	4	4	N	None
A	Mercury	5	4	5	?	Water, swamp
B	Venus	3	3	4	N	Water, swamp, grass
C	Earth	6	6	6	Y	All varieties
D	Mars	6	2	3	Y	Mountains
E	Jupiter	1	3	4	?	Water, grass
F	Saturn	2	8	5	N	Water, grass
G	Uranus	9	4	6	Y	Forest, grass
H	Neptune	4	0	5	?	Grass
I	Pluto	0	1	4	Y	Mountains

Ultima III *Exodus*

*The Third Age
of
Darkness*



Exodus: *The Dawning Of Darkness*

The saga of Mondain the Wizard tells of dark, twisted magic and of the raping of a world. None of Sosaria could resist his plague of evil. The First Age of Darkness ended, finally, with the warlock Mondain dead at the feet of a hero from another world.

Then, from the vengeful heart of a witch who was only a child, the Second Age of Darkness reached out to seize the land. Once again a hero came, and long was that hero's saga. At last the Second Age's death knell rang through the broken halls of Shadowguard, whose wretched chatelaine lay choking, doubtless crying, in a pool of her own black blood. Minax died alone, men thought, alone and unloved and surely leaving no more evil to haunt the flame-twisted land. A glorious rejoicing gathered up Lord British's weary subjects in celebration that banished the terrors of ages gone before. . . .

Twenty years the peace lasted. Then a lost, dreadful manuscript came to light, one which bore the mark of the vanquished Enchantress. As to its origin, many rumors were told. It was known to have passed through many hands until reaching the attention of Shalineth, Scribe to His Majesty Lord British. In the letter was mention made, in several key passages, of an alliance between Mondain and his young apprentice that went somewhat beyond the conventional bounds of apprenticeship. Although obscured by the insanity of its authoress, the manuscript's horrible import was unmistakable: from that affair had been born a child! Whether that child was of Man, Monster, or Daemonkind, the missive of Minax had left unsaid. What had become of their hell-borne progeny? No clues existed.

Time passed, and the omens became troubled. Comets clashed across the sky and rumbles were heard deep in the ground. Then one day, in a fiery birth of molten lava, an island rose up in the middle of the ocean. None could approach it, for the heat and steam were too great. Some sailors claimed to have had a glimpse of the island when the steam was momentarily blown away by a strong wind. They swore that a castle existed in the midst of that inferno, but what stock could be put in the words of drunken sailors?

Then, the sweet rhythm of country life was shattered. Orc drums began to pulsate through the hills and mountains, and the horrible raids began. The outlying settlements fled to the safety of the fortified villages. With the ports left unguarded, a pirate fleet appeared; commerce was swept from the seas. An evil power was rising in the West, and all Sosaria groaned to its flexing. When tales emerged that the Great Earth Serpent had risen from its long slumber at the bottom of the ocean, prophets began to cry that the End of the World was at hand.

Lord British sent his most trusted and talented advisor out to uncover the facts behind these wild rumors. Weeks passed, then a shattered man was found wandering the groves outside his Majesty's castle, his reasoning blasted by some sight of which he could not speak. Day and night he could only mumble a desolate warning: "From the depths of Hell . . . He comes for vengeance!"

Exactly who or what "He" was remains unclear to this day. The spread of its evil powers, however, was quite certain. Lord British sent out a Call for all of the Heroes of the People to rally, and that is why thou art here now. Thou didst hear the Call and answer it!

The task before thee will not be an easy one. Evil walks the land openly, afflicting all travelers. Thou and thy companions will need to grow into a rapid strength if thy quest is to survive. Seek along the ancient paths for forgotten Truths and powers.

One possible clue as to the identity of thy nemesis has been discovered. An undamaged merchant ship was recently towed into port with no crewmen aboard, alive or dead. Every living thing aboard had vanished, as if plucked off the boat by some evil force. All else was as it should have been, save for a single word written in blood on the deck: *EXODUS*.

Exodus: Ultima III



Welcome back, oh illustrious adventurers! Long has been thy sojourn in this strange realm, though 'tis a fitting respite for great heroes. Glorious are the names of those adventurers who slew the mighty Wizard Mondain and his evil consort Minax. Lord British's minstrels still sing thy praises for the epic battles waged in the overthrowing of those two crimson necromancers. The chronicles of Ultima I and Ultima II bear witness to thine effects on behalf of the good subjects of the realm of Sosaria.

The time of thy rest is now o'er. Thou wouldst not be here if thou hadst not heard the distant braying of the war horns, or felt in thy blood the cry of kinsmen in dire peril. Thou art Called, and from such a Calling none of the People may turn aside. It is thy duty and thy destiny.

Preparing For Thy Journey

Gather close while thou are briefed on what changes hast transpired since last thou quested forth. A new, much larger Siege Perilous has been discovered. The gateway will now hold four adventurers instead of just one. Two paths thus radiate out before thee. Thou may choose to venture forth alone, in hopes of recruiting retainers once thou dost arrive in Sosaria. Or, thou may gather together up to three other adventurers of the People who

rest here, and sally forth with them at thy side. Bare is the back that hast not kin to protect it. Decide quickly; the horns seem louder.

Some ritual preparation is needed before thy journey can begin. First, study what is contained within this square pouch. It is thy key to open the gateway. Guard it well, lest harm befall thy party. Before examining the disk even once, you *MUST* follow the arcane rituals described in the Quickstart parchment.

Accompanying this journal are a rare map, a reference card, and the Quickstart parchment. Unless thou art trained in mystical matters, open not the two eldritch manuscripts upon the destruction of thy soul! Both of these ancient books, now contained herein, were presumed lost for many centuries. By means of portentous visions, Lord British's advisers were led to their ancient resting places. The manuscripts contain powerful lore whose time has come to be used again. It is said that the wheel of the heavens now heralds a great conflict, and that even the Great Earth Snake will rise from the watery depths. The dreams of the wise are thus disturbed these days. Great evil walks the land again.

The Map of Sosaria is, alas, incomplete. The great cartographer, Hawkwind, was gravely wounded by a roving band of Brigands before he could finish the map. None of the towns, castles, dungeons, or other special places are shown. You will have to use pins or markers to indicate where each lies, as you find them. It is rumored that much lies hidden, just out of sight.

The reference card contains the alphabetical commands. While the functions of most commands are obvious, several have subtleties:

Cast (C) - and thee will be asked for thy character's number (1-4) and, for some professions, whether the spell will be W/C (Wizard/Cleric). Then the rank of spell will be requested.

Fire (F) - has a range of three squares. Any enemy killed with ship's cannons yields no treasure! Watch out, Pirate Ships fire back.

Join Gold (J) - pools all the Party's gold to one character. Useful for buying special items or expensive services.

Look (L) - is particularly useful before entering unknown places or terrain.

Negate Time (N) - is the trademark of a Master Thief. When the proper item is found and used, time stops around the thief for several turns. This allows an audacious thief to steal vast treasures and escape the treasure's guardians.

Other (O) - allows regular adventure verb commands in special situations or places. Such a phrase might be (Kiss) Princess, or (Jump) cliff.

Peer (P) - with the aid of a special item, thou canst gain an overview of the Party's location. On the surface, the map is of the entire world. In a town or castle, the map shows all the inside areas. When used in a dungeon, all of that level is visible - even the ladders, doors, and special objects.

Yell (Y) - allows words to be screamed over a distance. Very useful when being chased by a dragon. Yell, (Open) gate!

Now that everything has been studied, and whomever of the People thou couldst muster has been assembled, it is time to begin the ritual. First insert the disk marked Program Side into thy machine, and with all gathered around the machine, activate the power. Shortly, a viewport is opened through the gateway.

Kinsmen engaged in mortal combat with a dark creature can be seen. Suddenly the battle ends. Thou art too late to help, but never too late to avenge. Follow closely the instructions shown on thy living machine. All adventurers must now gather around the machine. Total concentration among the party is necessary for the gateway of the Siege Perilous to open. A moment of transition is experienced, then...

Through The Gateway

After the darkness of transition clears from thine eyes, a sample view of Sosaria appears. After a moment's inspection, press (SPACE BAR). Thou art now offered three choices:

- Return to the View
- Organize a Party
- Journey Onward

(Only the first letter of any option need be used to select that option).

- ◆ *Return to the View offers reflection upon the realm's features.*
- ◆ *Organize a Party is where thou shouldst begin. Thou art presented with a long list of options:*
 - Examine the Register
 - Create a Character
 - Form a Party
 - Disperse a Party
 - Terminate a Character
 - Main Menu
- ◆ *Journey Onward begins the adventure after thou hast created characters and formed a party!*

The first order of business is the defining of characters and the formation of an adventure Party:

- ◆ *Examine the Register displays the name and classification of each type of character. The first three letters before each name give the character's Sex, Race, and Profession. The fourth letter states the health of the character: G = Good, P = Poisoned, D = Dead, A = Ashes. If the character is already part of a party, a diamond will appear next to his or her name.*

- ◆ *Create a Character* allows the adventurer to develop kinsfolk or retainers. Each character reflects the personality of its creator, so choose the following carefully (See Creating a Character in the Quickstart Instructions for additional information):
 - 1) Assign a number from 1 to 20.
 - 2) Name thy character (up to 13 letters).
 - 3) Select Sex: Male, Female or Other (M, F, or O).
 - 4) Select Race: Human, Elf, Dwarf, Bobbit, or Fuzzy (see Table 1).
 - 5) Select Profession: Fighter, Cleric, Wizard, Thief, Paladin, Barbarian, Lark, Illusionist, Druid, Alchemist or Ranger.
 - 6) Select Attributes: 50 points can be divided among the four attributes of Strength, Dexterity, Intelligence and Wisdom. Strength is important for fighting. Dexterity grants speed and cleverness. Intelligence controls Mage spells, while Wisdom imparts Cleric power. (Refer to Table 2 to see the characteristics of each profession). No less than 5 points may be assigned to any single attribute, and no more than 25 can be assigned. If the wrong values are used, the character disappears and must be reinstated.
- ◆ *Form a Party* by selecting up to four members. Check with the register, and use the number next to the character wanted. A Party stays together until it is disbanded.
- ◆ *Disperse a Party* disbands the adventure party, and returns the members to the register for reassignment.
- ◆ *Terminate a Character* clears the character permanently from the register. This would be done if a character proves unable to perform properly, and needs to be removed from the register to make room for another character.
- ◆ *Main Menu* returns the Party to the primary option list. Here can be chosen Journey Onward to begin the Quest!



Adventurers (L to R): Bobbit Alchemist, Bobbit Wizard, Elf Paladin, Elf Illusionist, Fuzzy Thief, Fuzzy Druid, Human Ranger, Human Cleric, Dwarf Fighter, Elf Lark, Human Barbarian.

Table 1 - Maximum Attribute Levels

Race	Strength	Dexterity	Intelligence	Wisdom
Human	75	75	75	75
Elf	75	99	75	50
Dwarf	99	75	50	75
Bobbit	75	50	75	99
Fuzzy	25	99	99	75

Table 2 - Profession Characteristics

Type	Weapons	Armor	Spell Type	Spell Attribute/Special
Fighter	All	All	None	None
Cleric	Mace	Chain	Prayers	Wisdom
Wizard	Dagger	Cloth	Sorcery	Intelligence
Thief	Sword	Leather	None	Steal; Disarm Traps
Paladin	All	Plate	Prayers	Half Wisdom
Barbarian	All	Leather	None	Some Steal; Disarm
Lark	All	Cloth	Sorcery	Half Intelligence
Illusionist	Mace	Leather	Prayers	Half Wisdom, Some S&D
Druid	Mace	Cloth	Both	Greater of Both Halfs*
Alchemist	Dagger	Cloth	Sorcery	Half Int., some S&D
Ranger	+2 Sword	+2 Plate	Both	Lesser of Both Halfs, Some Steal and Disarm

*Druids regain their magic points faster than other characters.

Magic

Each character that is allowed magic has a maximum Magic Point level, which is displayed with the Party statistics. A cleric with a Wisdom attribute of 25 will have a maximum Magic Point level of 25. If thou art a Ranger whose Intelligence is 15, and whose Wisdom is 10, then thou will be able to cast only second rank, (B), spells. Thy Magic Point level is only 5, half of 10 (lower level of the two attributes). Every spell costs a different amount of energy to cast. A character replenishes that energy at a rate of one point per turn on the surface, and one point every four turns in a town or dungeon. Druids regain two points per turn, which is quite an advantage. Initial character races must be chosen carefully, or thy characters may never develop enough mystical force within them to succeed on thy quest.

Having chosen thy companions, and formed a Party, a few last words of advice. The situation on Sosaria is worsening rapidly. The darkness of evil hangs like a pall over Lord British's realm.

Movement

Without the special items that can be Peered into, a party can only see that part of their surroundings as is not obstructed from view. Anything out of direct sight is invisible. Trees, mountains, walls, and other such barriers will block thy vision. This new viewpoint may seem somewhat confusing at first, but it rapidly becomes familiar. Remember to check out each part of an area carefully. Many things are hidden just out of sight.

Movement outside dungeons is different from inside dungeons. Outside, the direction keys (Refer to Player Reference Card), move the party North, South, East and West. In the dungeons, the same keys are used, but they allow the party to move Forward, Retreat, Turn Right, and Turn Left.

Combat

As thou dost travel in a party, so doth the monsters. When combat is joined, a special combat screen appears. On this new screen, each member of the adventure Party is shown separately, as is each monster. Each player may individually control their character during combat, moving, fighting, or casting spells. Beware, the monsters are permitted to attack on the diagonals, while a character can only attack horizontally or vertically.

Watch out for monster formations where two or three of them can attack a character at once in a crossfire. Few can survive long against such a withering assault. To Attack, (A), or Cast a spell, (C), against a monster when it is thy character's turn, thou must give a direction for thine attack to be launched. If a fighter wishes to attack an obnoxious Orc that is next to him on the right, he can swing his sword by typing (A), then (East Direction). One can almost hear the thunk of steel against the Orc's foul hide. Bows and spells can be used very effectively across the entire battlefield. Be careful of thy Dagger, though. It is considered thrown if the enemy is more than a square away. Many a Wizard has been slain by being overeager in combat and throwing his Dagger away. Each time a monster dies, the character who struck the fatal blow receives experience points for the deed. When a player accumulates enough experience points, thou will automatically rise in levels.

Thou shouldst consider all parties on the surface as being malevolent. All the good citizens of Sosaria dwell within the towns and castle. Any party encountered on the surface, or in a dungeon, is thus an enemy. If thou art strong enough, attack immediately. If thou are new, or suffering from grievous wounds, consider trying to run away. Once a combat is joined, only one survivor emerges.

(4) (5)

SHAMINO	G
MHR	M:01 L:20
H	H:1900 F:0211
FIDES'A	G
FET	M:00 L:23
H	H:2276 F:0212
FLEETIS	G
FFD	M:39 L:25
H	H:2400 F:0211
SHAWN	G
MDP	M:15 L:17
H	H:1700 F:0189

Transact-1
DIRECT-West

DUPRE LAUGHS:
DRINK UP!

SOUTH WIND

This view shows a party led by Shamino, whose status is good (G), who is a male human ranger (MHR) with 1 magic point (M:01), being level 20 (L:20), having 1900 hit points (H:1900), and 211 food remaining (F:0211). Shamino and his devoted followers stop here at the pub to share a drink with their old friend and comrade, Dupre.

(2) (7)

SHAMINO	G
MHR	M:01 L:20
H	H:1866 F:0246
FIDES'A	G
FET	M:00 L:23
H	H:2241 F:0246
FLEETIS	G
FFD	M:32 L:25
H	H:2400 F:0246
SHAWN	G
MDP	M:15 L:17
H	H:1700 F:0223

---CONFLICT!!---
-->SKELETONS
---PLAYER-1---

NORTH WIND

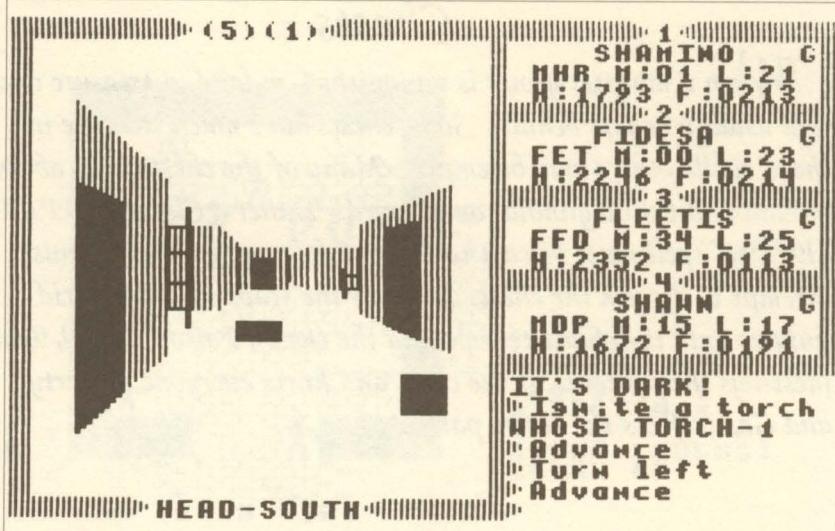
This view shows eight evil undead skeletons (on the upper half) besieging the party (on the lower half). Shamino (player 1) is in the front ranks on the left, Fidesa (player 2) is in the front on the right, Fleetis (player 3) is behind on the left and Shawn (player 4) is behind on the right.

Chests

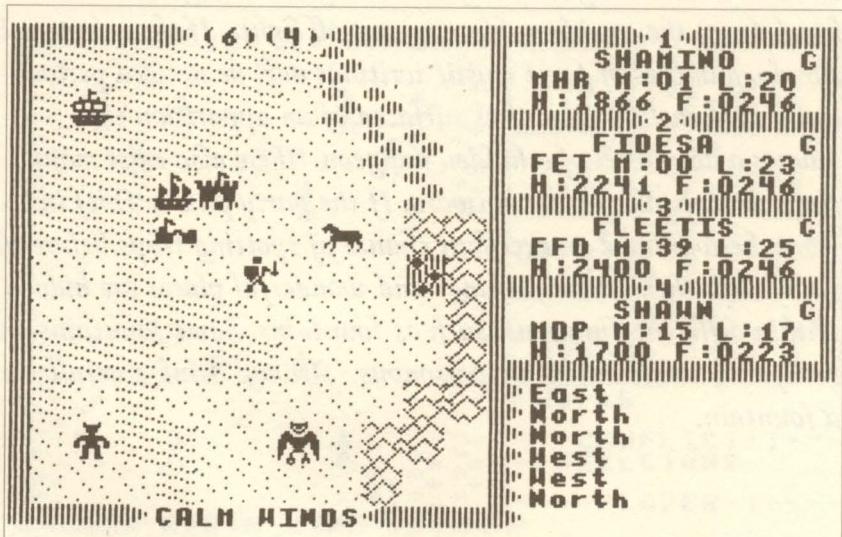
When a monster group is vanquished on land, a treasure chest will usually be left behind. Some chests have much treasure in them, while others may be empty. Many of the chests both above ground and below ground are trapped. Either a Clerical "APPAR UNEM" spell must be cast to disarm the trap, or a Thief must attempt to disarm the chest. Some of the traps include: Acid (injures only the character opening the chest), Poison (same), Bomb (destroys the contents of the chest and hurts everyone in party), and Gas (affects the entire party).

Dungeons

The dungeons have, of late, become particularly treacherous and deadly. Explore carefully and slowly. Map everything. Secret doors abound through the different dungeons. Magical winds howl down the corridors, blowing out all light. If thou dost walk slowly, glimpses of faint mystic writings may be noticed periodically. Recently a rumor has surfaced of an apparition that haunts a deep level of a hidden dungeon. There also exist many traps and pitfalls for the unwary. If the party puts a Thief in front, he will have an excellent chance of spotting traps before the party trips them. Many strange and wonderful places are hidden within different dungeons, such as fountains. Some fountains are beneficial, while others are poisonous. Always drink carefully at a fountain.



This view shows the party in a deep dark deadly dungeon heading south into a room 30 feet deep and 20 feet wide. Two mysterious treasure chests lie within the room, and three doors beckon. A downward ladder stands in the western corridor and a passage continues to the south. A ladder leading both up and down stands in the eastern corridor.



Here the party is shown traversing the lands near a castle and a town. A ship lies anchored nearby and a horse grazes upon the sweet grasses of Sosaria. A party of orcs and demons threaten the blissful scene as does the pirate ship in the north west. Escape may be found through the Moon Gate to the east.

Transportation

Most of thy Party's progress will be on foot. If thou art fortunate, thou canst capture some of the wild horses that roam the plains. Travel on horseback is much faster than on foot.

Ships are very scarce. The Pirate fleet has sunk most of the regular ships. When thou hast a ship, thou needst to maneuver it. To sail a ship, one must learn the ways of the winds. Thy ship may not sail against a wind, but must tack around it. Watch out for sudden shifts in the wind, for 'tis a fickle elemental force.

The greatest transport are the hidden Moon Gates. They are similar to but less powerful than the Siege Perilous that hast brought thy Party hither. Passing through a Moon Gate when it is active will teleport thy Party by hidden powers. Access to many glens of the old knowledge are restricted by the Moon Gates. No creature of the Dark can ever break through the wards that protect them. The coming and going of the Moon Gates is somehow related to the twin Moons, Trammel and Felucca, that grace our skies. The cartographer, Hawkwind, was supposedly greatly excited about a discovery concerning the true nature of the Moon Gates, when he was attacked. The success of thy quest may well hinge on thee solving this ancient mystery.

At the top of thy screen, the phases of the twin moons, Trammel and Felucca, are represented by numerals as follows:



0 - New moon



4 - Full moon



1 - Crescent waxing



5 - Gibbous waning



2 - First Quarter



6 - Last Quarter



3 - Gibbous waxing



7 - Crescent waning

Last Minute Counsel

*W*hen thou dost enter the plains of Sosaria, thou art stark naked without a weapon in thy hands. Immediately Wear, (W), thy Cloth armor and Ready, (R), thy Dagger before doing anything. Quickly look for a town and enter it. Inside the town, thy purses of gold will buy better weapons and armor. Thy party's ability to survive depends as much on the quality of its equipment as on the quality of its leader. Forget not to obtain enough Food. Towns are widely scattered, and starvation is always so unpleasant to watch.

If ever there occurs a need to just rest in one place until a certain time, thou may repeatedly hit (SPACE BAR). This does nothing but pass time rapidly. Of course, remember that the monsters are still moving and that food is being consumed quickly.

Despite one's finest efforts and diligence, it is not possible to complete thy adventure on a single foray. Do not be dismayed; all that has been accomplished is not lost. As Lord British's champions, thou art aided by his great Wizard. Every time thou enters or leaves a place, the state of thy souls is reflected in the great mirror that hangs in Lord British's chamber that he might view thy progress. When thy party Journeys Onward next time, the Wizard will invoke a mighty spell and Restore Game automatically. Thy party will resume adventuring at the last place visited, or the last location thou used the command Quit (Q).

Thou art now as prepared as possible to face the trials of thy quest. Drink deep of the fellowship of thy companions, for the morrow may bring thy parting. Now, from the Main Menu, Journey onward (J). May the Gods of the People grant thee victory.

The Realm Of Sosaria

This be a digest of town shops, citizens and monsters. Refer to it often, especially the monster section - Know Thine Enemy!

Town Shops



The Weapons Shop — Buy and sell superbly handcrafted weapons. Each weapon is guaranteed not to break for 1,000 fights, or thy next of kin gets double thy purchase price back.



The Armory — Buy fine armor, or trade in captured booty for gold. Please note that anytime thou dost sell armor or weapons, thou needst to re-equip thyself afterwards.



The Grocery — While the typical fare here wouldst never be considered gourmet, the food does not spoil on long adventures.



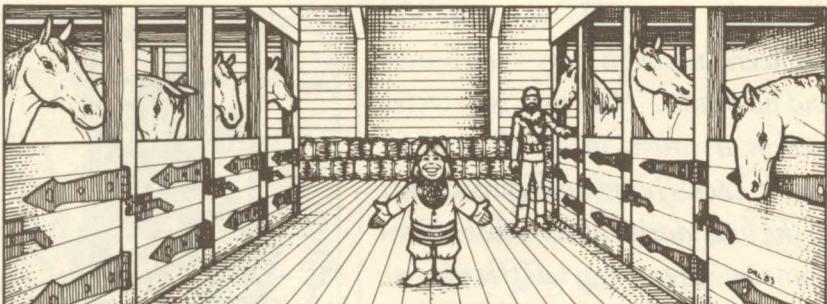
The Guild Shop — The Thieves' Guild offers, at a high price, tools of their trade. The Guild shops are difficult to locate as most towns have driven them out.



The Pub — Relax from a hard campaign and enjoy a cold draught. Bartenders hear strange rumors sometimes. A few pieces of gold may loosen a tongue. Remember, though, gossip is rarely totally truthful.



The Healers — In remote areas may be found Healer Kiosks. Their restorative powers can be purchased, although the tariff is steep.



The Stable — In two towns the fine horses of Lord British may be purchased. However, they are only sold in lots that match the number of the party, so they are quite expensive.



The Oracle — In secluded sections of some towns dwell gifted Oracles. With their vision they can provide much understanding of the occurrences in the world around thee. Knowledge is a costly thing, so bring a heavy purse.

Citizens



Merchants — The mainstay of Sosaria's prosperity. They operate the shops in town to the benefit of all. Some are not very clever, and if a sharp Thief is in thy Party, then a chest or two might be stolen from under the Merchant's nose. If thou art caught, the entire town guard will assault thee.

Guards — They resemble big bouncers at tough bars - all brawn and no brains. If a crime is detected within a town, or Lord British's castle, each Guard will pursue thee to the boundaries of the place. Most Guards are very difficult to overcome, but rumors have been circulating that some Guards are not completely honest.



Jesters — They entertain Lord British with their antics. Occasionally they even harass visitors.

Player Type — Any of the regular Player types may appear in the towns and castles. Speak to all of them; some hold valuable clues to the locations of hidden items.

Monster Type — Very rarely are renegade monsters seen in towns. These monsters no longer serve the Dark, but now serve the Light.

Lord British — The august ruler over all the People. Widely regarded as a fair ruler, he will richly reward those who serve by his side.



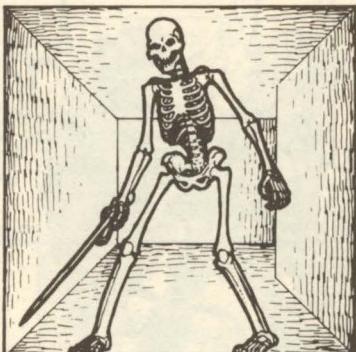
Monsters: Land



Orcs - Goblins - Trolls — These three creatures of evil are the result of long ago mutation wrought by magic. As they were created by magic, so can a Wizard's spell dispel them from this plane.

Skeletons - Ghouls - Zombies — All Undead creatures are an abomination before the light of Truth. A Cleric with thy party can Turn these undead creatures.

Player Types — Any of the regular Player types may have fallen under the spell of Darkness and now serve their evil Masters.

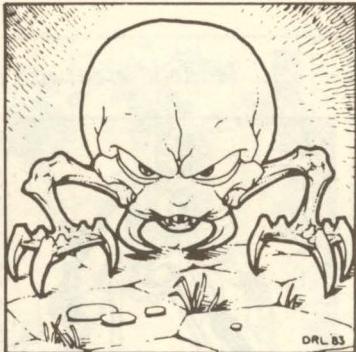


Thieves - Cutpurses - Brigands — These are the worst of the human trash that pollute the countryside. Thieves can steal any weapon or armour that thou hast, except for those with which thou are equipped. The Brigands man the Pirate Ships and fiercely control the oceans.



Giants - Golems - Titans — These creatures have no special attributes, but their huge size makes them very formidable opponents. Watch out for the force of their War Hammers!

Pinchers - Bradles - Snatches — Any bite from these creatures is poisonous. If a character is bitten, only a Prayer or a Healer can cure the poison that is running in thy character's vein. Every step the character takes lowers the character's hit level by one. If thou art far from a Healer, thou dost travel with the walking dead.



Gargoyles - Manes - Daemons — Be very careful dealing with these minor daemonic legionnaires. They can hurl powerful magic attacks across the arena at thee, inflicting great damage.



Griffins - Wyvers - Dragons — These creatures can hurl mystical Fireballs at thy Party from afar. They are the only creatures that can wreck havoc upon thee when not engaged in battle. Any Party luckless enough to venture within three squares of one of these creatures will be subject to an awesome attack. The Great Dragons can destroy a Party before the Party ever engages in combat with the Dragon!

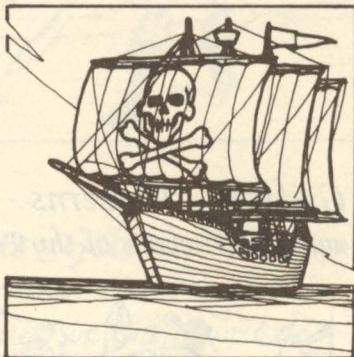


Devils - Orcus - Balrons — If thou dost attempt to overcome these mighty warriors of the Dark, then thou hadst best be protected by all means possible. Anything less will mean thy instant destruction. These archfoes are so filled with evil that they can hurl poisoned magic bolts from across the arena. The slightest hit may poison thy character and sap the vitality of life.



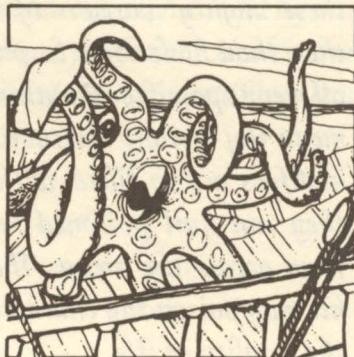
Monsters: Sea

Pirate Ships — Be extremely cautious when one of these ships is sighted if thou art on land. A Pirate Ship can fire its cannons at thee three squares away. If the shot hits, all members of thy Party take damage. Most beginning Parties cannot sustain more than a few shots before the Party is wiped out. If the Pirate Ship stays offshore, shelling thee, nothing can be done to get it. If, however, the ship touches the coast, thou couldst then attack it.



Sea Serpents — Small cousins of the Great Earth Snake, these creatures can destroy an entire ship. In battle, they can hurl magic across water, making it hard to fight them.

Man-O-Wars — These are the most feared of all the denizens of the ocean. Their long giant tentacles are poisonous, and they can hurl magic. Because of their nature, Man-O-Wars can take vast punishment without dying. A Party attacked by such as these has a very slim chance for survival.



The
Book
Of
Amber Runes



Welcome O Pilgrim:

Take up and guard this book of Arcane Runes; it contains the tools of thy new power. No longer art thou an Initiate of the Fifth Circle. Thine old book of Jade Runes holds no power here. Surviving the spiritual transfiguration of the Abyss hath earned for thee the Mantle of Adept of the Sixth Circle. Few indeed have the strength or skill to cross the Abyss.

Study and use wisely the powerful knowledge contained herein. Its careful use will enable thee to succeed in any quest. Squandering its strength will bring about thy ruin.

May thou live and grow wise in interesting times!

*The Druid Selzhanik,
Arch Mage, keeper of the
Ninth Circle*

A. Repond

There was a time, long ago, when the lands were free of the wretched creatures known as Orcs, Goblins and Trolls. These creatures did not evolve naturally, but rather are the magical mutations performed by demented magicians. Now these creatures have prospered through many generations and their horrors are well known.

Have with thy person a staff of Yew, preferably cut from a hard and fine-grained sapling. If Orcs, Goblins or Trolls threaten thy party, raise thy staff before them and speak the name of this rune of dispelling. By casting this Rune, thou shalt be attempting to dispel the magic which is part of their inner being.



B. Mittar

Place upon thy palm and close in a strong fist any small projectile of wood or stone. Strike it once upon thy breast, while chanting the incantation of Mittar:

"MANJI MULA LEVI MITTAR NOPSEN ALUM CAVI"

Hurl this talisman toward thine enemy. Magic in the form of a shimmering sphere of iridescent light will spring from thy hand to strike thy foe. The magic contained therein will enter his body and disrupt his life force.

Depending on the skill and concentration invested in its conjuring, this spell can deliver the blow of an insolent child or a stalwart knight.

C. Lorum

Before entering any dungeon, cave, or even houses with unsteady lanterns, be sure that thou hast prepared a goodly supply of Lorum dust. This is easily done by collecting the fine dust from a spider's bath which has been warmed by strong sun for many hours. Gather the dust into a chamois bag and seal the sun's energy within it by singing these words:

OBREY URICOM OBLA SUM

To release the energy, chant these same words in reverse order and cast a small portion of dust into the air. A warm, soft, light of short duration will be produced.

D. Dor Acron

Very useful when one desires to bypass a particularly bothersome portion of a dungeon. Dor Acron is cast with the aid of the left forepaw of a badger. Store the paw with care, for if it is damaged in any way which would have hindered the badger's movement, thy way will be similarly impeded.

Having made these preparations, when thou desires to enact the augury, gather thy party into a ring. While holding the paw, chant this ancient rhyme:

LIEDLAN SPULGER IDSKRIN
GRUEN BEAST TRENTLE BAN

When this spell is cast, the mage and his companions will be transported to the next lower level of inhabitation.

E. Sur Acron

This rune is closely related to Dor Acron, direction being the only difference in effect. In this case the dried wing of a bird is needed. The bird must be shot through the breast with an arrow whilst in flight. Thread the wing on a leather thong and tie it to the tip of thy staff.

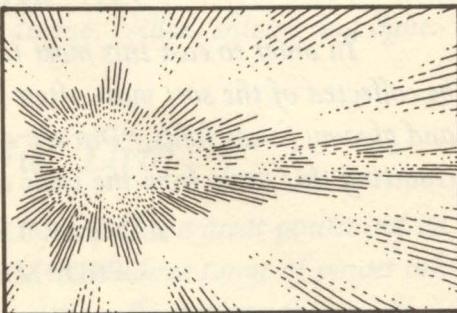
Once again, gather thy party into a ring and while holding the wing intone this verse of magical movement:

LIEDLAN SPULGER IDSTRIN
FAUN BEAST FENTRI CHEM

As the words are chanted thy party will be lifted through the floor above thee to the dungeon's next higher level.

F. Fulgar

This incantation is a powerful weapon in battle. It requires a golden rod wrapped with iron and a vial of magical water collected from a meadow pond at the very moment lightning touches its surface.



Keep the vial sealed until battle is nigh. Then touch the rod to the vial and level it at thy foe whilst shouting these words:

FLAMIN FLEETIS PONDI

All of the energy will be conducted through the golden rod, and a fiery ball will spin a searing path toward thine enemy. It will unfailingly strike him with a force strong enough to kill most common men and cause great damage to beasts of mightier strength.

G. Dag Acron

This incantation requires that a pattern of rays extending from a common origin be drawn on the ground whilst the following chant is recited:

DAG FULNUS ACRON
FRIEDA ACRON BOONT

As each ray is drawn, a member of thy party will disappear and then with the final stroke thee too shall vanish. In the next moment at some random location on the terrestrial plane, each of the members of thy party and finally thyself will appear.

This rune can only be used on the Sosarian surface. It will always take thee someplace, but thy destination is a matter of speculation.

H. Mentar

In order to cast this most terrifying spell, an oak gall must be collected of the sort most often found on ancient trees in dark and gloomy forest folds. Dip the oak gall in molten wax while chanting this verse from the tome of Mentar:

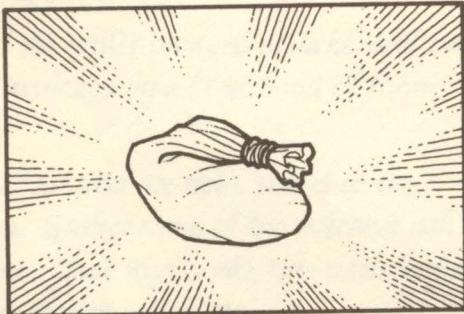
ZANBAR LEECHEN
CERDI MENTAR

Then, when battle is upon thee, crush the oak gall within thy hand. As the gall collapses, a blue ball of screaming horror will fly toward thine enemy. It will invade his mind, and irreparably corrupt his mental process, in direct proportion to thine own intelligence.

I. Dag Lorum

This spell is similar in effect but more enduring than Lorum.

Place a golden dagger in strong sunlight until it is hot enough to burn skin. Then scrape it heavily against a stone until a golden dust is produced. As the dust collects on the stone, chant these words and gather the dust into a silken bag.



OBRUM URICA OBLA SUM
URICA MANI SUM LEVI

When the need for extended illumination arises, hold the silken bag and shake it. A small portion of the dust will release its energy in the form of an enduring, golden, shimmering light.

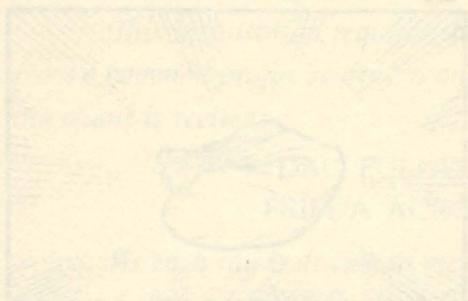
J. Fal Divi

The ability to cast a clerical spell is a great power indeed. Fal Divi will open before thee a tremendous range of power otherwise inaccessible to the sixth circle. The performance of this invocation is not a simple task, and often does not succeed.

Sprinkle thy body with holy water and slowly chant the prayer of Fal Divi:

FAL DIVI DOM MI NEA
FAL DIVI REQUI SEM

Refer to the Clerics Book and do as the spell therein requires. If this prayer is properly chanted, unto thee will come the power to use any of the supplications of the Clerics Book.



Beyond this page lie the advanced spells of the Sixth Circle. Do not venture too soon into the dark range of these spells. Until thou hast not only conquered the Abyss, but also can use its power at thy will, the force of these runes will be beyond thy skill.

When the shadow of death has grown familiar to thy sight and thou hast learned the mastery of magic, then at last these spells will be thine.

Before these spells thy foes will cower, but take heed to use them wisely, for they shall be earned at great expense.

K. Noxum

This spell is the first of the multi-pronged attacks, and can be of great aid when thou art attacked by a large band of formidable foes.

When the two moons of Sosaria are new, travel to the entrance of the dungeon of fire. Gather some of the volcanic ash which is abundant there. On the same night, mix this with herbs of cinnamon and ginseng in equal proportion.

The use of this magical mixture requires that thou speak the Rune of Noxum before hurling the ashen mix toward thine enemies.

NOXUM MENTON
LANU FLAMA

As thou dost, it will catch flame and rush at thy foes, thwarting each with a devastating blow.

L. Decorp

The sun hath made its consecutive cycles and thou hast gained great experience in magic. Thy skill and power have now reached the sphere of direct magical determination.

With the intonation of this spell, thou dost draw on the magical force of all life and focus it upon thy foe.

Sing the song of Decorp and the air will shake with the roar of magic rushing to thy command. Upon whomever thou shalt indicate, the Magic shall descend, and their life shall be extinguished - always and completely.

NON CRONO DI VANI
PAS NUMEN TI SONI

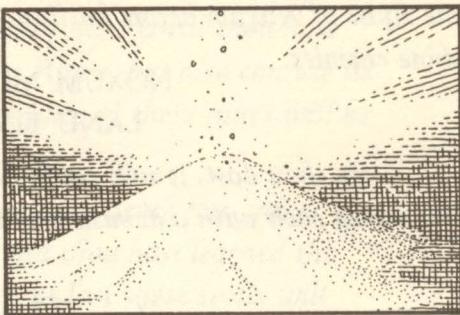
M. Altair

Until this time thou hast enacted thy Runic power to bring magic into this world. Now, as an advanced Adept of the Assembly of the Sixth Circle, thou may use the magic of this world to move beyond it.

First, gather a fistful of sand, and while repeating the enchantment of Altair, let it flow from thy hand onto the ground.

ALT MAN FUL MINAR
LAE FIN CRIM BONTAIR

As it falls, time itself will slow and finally stop, allowing thy party to move freely in this suspended state. The world will be temporarily frozen and at the mercy of thy will.



N. Dag Mendar

Dag Mendar is a powerful multi-pronged conjuration that will wreak havoc among thy foes in a manner worthy of its advanced rating. On the darkest night of the summer, trap an owl, old and wise. Sacrifice the owl upon a stone altar, keeping only its eyes. Enchant them with the following verse:

FENDI MENTAR DIVI
CREMBI MENTAR BONI

When battle is nigh, repeat the stanzas until the heaviness of magic in the air becomes oppressive to the labor of thy lungs. Smash the eyes between thy hands. Thy foes will be struck a savage blow with damage directly related to thine intelligence.

O. Necorp

On the night of a full moon, acquire the liver of one who is dying of the black rot. Hang the organ deep within the forest to dry, and allow six fortnights and a day to pass. Grind it into a fine powder while chanting these words:

DON CORPUS MIEDA FUTZ
RIEDA DON NEMI

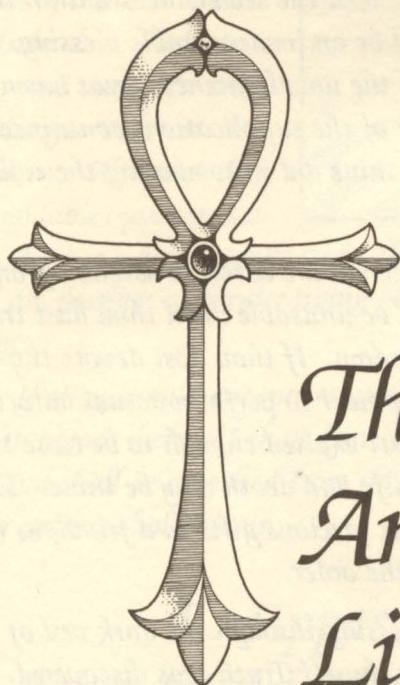
Store the powder in several small vials. When the need arises, throw a vial above the heads of thine enemy's party. It will magically shatter, releasing the loathsome rot upon their company. They will be quickly transformed into putrid vestiges of their former beings, with little strength left for battle.

P.

This Exorcism has no name, for the words should never be written or spoken - save the occasion when life is to be banished unto the Realm of Night. This most powerful invocation carries the name of the Dark One.

The enactment of this Rune requires thine utmost concentration. With a staff of yew, trace upon the ground the protective pentagram. Light a candle at the point most generally in the direction of thine enemies. Cast some sulphur dust into the flame and speak the name of the Evil One. All foes who hear this utterance shall be dashed violently into certain destruction, possessing no more life than the stones upon which they lie.





*The
Ancient
Liturgy
of
Truth*

Know ye that the Ancient Liturgy of Truth hath been in the care of our sect for 3000 years. Never, through the passing of each generation, hath our sacred custodianship been betrayed. We now enjoin thee, guard well the secrets held within these pages. For thee, they shall be an immeasurable blessing, but if they are revealed to one of the unenlightened, great harm could befall him. The proper use of the supplications contained within this manuscript will be thine aid in combating the evils of this world.

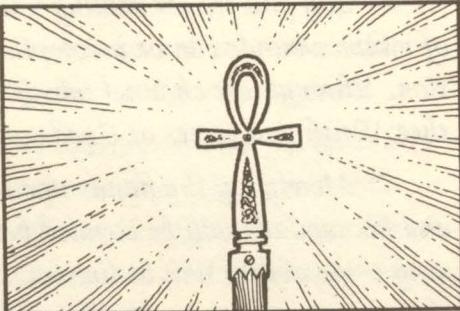
The supplications herein are listed in ascending order of power. Most of them will be unusable until thou hast trod many paths and gained great wisdom. If thou dost devote thy whole being to these Truths, the power to perform actual miracles will be granted thee. As thou art exalted enough to be close to the One, the power even over life and death may be thine. Take heed that thou dost not use these precious gifts in a frivolous manner, but for the betterment of the order.

Receive now my blessing through the dark veil of time. Know always that within thyself Truth was discovered, and that this Truth forms the basis of unyielding power.

*The Prophet
Alizarkanon*

A. Pontori

Evil takes many forms throughout Sosaria, and some of the most evil are the Undead. Skeletons, ghouls, and zombies roam free in dungeons, forests and open terrain. Although they are formidable opponents in battle, there is a basic weakness in their essence. These servants of evil are vestiges of former living beings now inhabited by an evil force.



If thou should encounter undead creatures, raise thy ankh of Truth before them. If thou dost stand strong in the spirit of Good, evil shall be dispelled from their beings and only their rotting corpses shall remain.

B. Appar Unem

Often the chest which thou shalt find along thy journeys will contain a trap, the intent of which is to injure thee and thy party. Since thou dost have the innate ability to know the true nature of evil, thou can overcome this difficulty.

To open a chest with no risk of harm to thyself or thy party, pour a few drops of holy water into the lock and invoke the aid of the One who is all Truth by raising the holy ankh over the chest. It will open freely and allow thee to grasp its inner treasures.

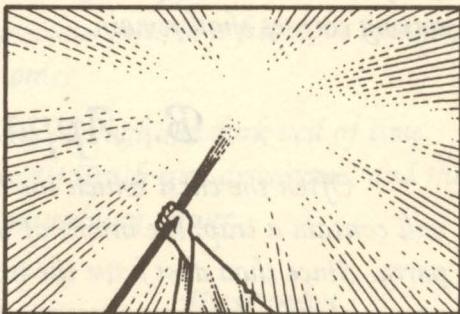
C. Sanctu

Thy powers for healing will be often needed. The healing of minor wounds can be accomplished with this simple supplication. Through the channel which thy selfless devotion creates in thee, Truth and forces of Good can act directly in this world.

Merely lay thy hands upon the one who is to be healed, and his wounds will be mended beneath thy touch. In the beginning thine ability will be limited, but with thine other powers, thy capacity to act as a healer will grow and be strengthened by experience.

D. Luminæ

The powers of thine enlightenment shall gradually unfold before thee. Resting at thy hand is the ability to enchant objects in a manner which will make them glow. Whilst holding thy staff aloft, repeat the name of this enchantment. Doing so, the power of the Truths within thee will cause thy staff to glow with a soft blue light.



Realize, however, that this light will not be long sustained. For the power brought through thee unto thy staff will slowly radiate away and soon will dim and fade.

E. Rec Su

Part of thine enlightenment is the realization that there are no boundaries. When this truth is known unto thee, the material world is far less limiting than ordinarily supposed.

As thou descendeth deeper and deeper into the bowels of the earth, thou shall likewise be descending into greater evil. Being thyself of a good nature, this tends to give thee a natural buoyancy, as if in water. Speak the name of this supplication whilst touching thy staff to the ceiling of a dungeon passage. This will cause the ceiling to become translucent; thee and thy party will freely float to the next higher dungeon level.

F. Rec Du

The range of thine ability for spiritual movement is not limited to ascension. Far below the earth's surface, and far below the deepest recesses of the deepest dungeon, flow the molten streams and rivers which feed the earth's core. Here also resides The Great Evil. Due to thy natural buoyancy, downward travel is somewhat more difficult and less desirable than upward. If thou must descend into evil, speak the name of this supplication whilst tapping thy staff upon the floor. The floor will become translucent; thee and thy party will slowly sink to the next lower dungeon level.

G. Lib Rec

This is the most difficult of the spiritual movements. The planar motion allowed here must begin within a dungeon chamber.

Lib Rec differs from the two previous supplications in the following way: Instead of the earth allowing thy physical form to pass, now thy form itself shall become translucent. As thou dost fade in one location, thou shalt slowly appear in another.

To initiate this motion, speak the name of this invocation whilst circling thy staff above thy head. As thou stoppeth the spinning staff, so wilt thy journey stop.

H. Alcort

Alcort is a specialized form of healing. Poison is a horror all beings fear, for with it comes almost certain death. Only with the assistance of the divine power can thou halt the ravages of this great evil.

With thy touch, the poison coursing in the veins of thy companion shall be transformed into a life-giving fluid which soothes the body and brings peace unto the soul.



Thou can rest confident that thou hast delivered one from the grasp of poison. This power has been promised by the One whose covenant has never been broken.

I. Sequitu

Occasionally during journeys unto the lower depths of the subterranean, thy party may encounter great peril. This could be the death or near death of a party member, starvation besieging thy entire party, or becoming lost with little hope of finding thy way.

This supplication is the beseechment of the greater Truth to aid the weary traveler in escaping his rocky tomb. If thou raiseth thy holy ankhi into the air and cryeth out the name of this invocation, thee and thy companions shall rise forth from the depths, guided by the divine Truth unto the Sosarian surface.

J. Sominiae

Thine enlightenment hath expanded and will continue to unfold like the star-filled heavens above.

The first light which thy Truth created for thee was wondrous indeed, and luminance of this sort will continue to be of great service to thee. Yet in order to fulfill some greater needs, more enduring illumination is required.

If thou dost now meditate on this enchantment, thine entire self will radiate with the light of Truth. Know that even this light cannot be sustained indefinitely, for it doth draw from thine own inner force.

K. Sanctu Mani

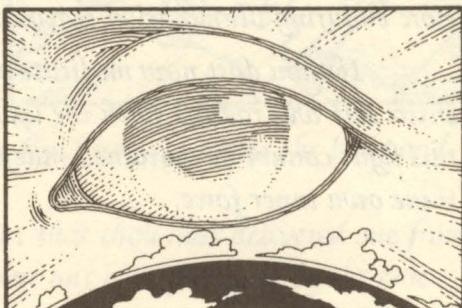
The grasses have grown and seeded many times since thy journey began. Thou hast trod many paths and gained much wisdom. Thou hast now the power to perform actual miracles. To take one who has been shredded by an opponent's sword, quivering on the threshold of death, and restore him to life; this miracle is now thine.

Prepare a small tin of fine scented oil and ask that it be blessed with the perfection and holiness of Truth. Anoint the wounds with the oil, allowing it to penetrate deeply. Before thine eyes, the flesh will draw together and be restored, and the blood will once again begin to flow through his veins.

L. Vieda

If thou should lose thy way, either in the gloomy crevices of a dungeon, or in a dark forbidding forest, the miracle of Vieda can light thy way. Meditate on thy need for guidance for a goodly time, and when thou dost feel sufficiently purified, rub a small quantity of Holy water onto thine eyelids.

If thou hast meditated sufficiently, the greater Truths shall miraculously unfold before thine eyes. Whether thou art in a dungeon or on the surface, a vision of thy current surroundings will come to thee.



M. Excuun

Occasionally thee and thy companions will be set upon by creatures of great might and evil. Opposing these foes can be a difficult task at best. The liturgy of Truth provides also for this need.

Should thy party encounter an evil foe of great strength, thou may wish to call upon the miracle of Excuun. By holding the holy ankh of Truth in the direction of thy foe and speaking the name of this great miracle, thou can direct the pure light of the holy force of Truth at thy foe, and the life within one of thy foes shall cease.

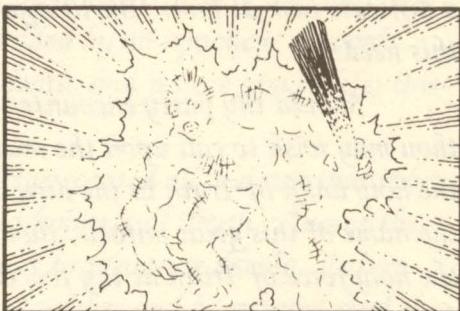
N. Surmandum

Thine enlightenment hath led thee to step beyond almost every limitation of this earth. It is now within thy power to step into the realm of death and draw one who has been there engulfed back into the world of life.

Release thy spirit and allow it to venture into the very shadow of death, touching the spirit of the one who slumbers there. Lead thy poor companion back from the shadow of death and life will once again be his. If, however, thy companion's strength of will is not strong enough to make the return journey, the backlash from this failed miracle will turn his body to ashes.

O. Zxkuqyb

The letters which head this page represent the seven words of anti-creation. They are the words which release the fury of Truth upon the world. No entire word is ever written, for should even the letters which represent their sounds be brought together on a page, the release of power would cause destruction of untold magnitude.



If thou should encounter a situation so evil as to require their use, speak them softly only to the air beside thee. Most of thy foes will be struck down with a force so strong it will end this life, and all other potential lives within them.

P. Anju Sermani

Once a body hath turned to ash, the soul which once inhabited it is sent on to its next life. It, therefore, takes a miracle of enormous magnitude to reclaim it.

Realize first that the spirit must leave another body and another life in order to return to thee. If thou perceives that the need for the return of thy companion is so great as to be willing to give five marks of thy wisdom in sacrifice, then beseech the One who is Truth and Wisdom. Allow a tear from each of thine eyes to fall upon the ashes. As thy tears mix with the ashes, so shall they reconstitute before thee, and life shall be restored.

